"I can't believe how much the world of Ninjago has changed since the Merge."

—Lloyd

From Tracey West, *New York Times* best-selling author of LEGO® NINJAGO® books, *Mysteries of the Merged World* delivers exclusive content about the world of Ninjago. Join Lloyd Garmadon, a true ninja hero, as he shares his observations and discoveries—through personal journal entries, photographs, and sketches—in the new merged world!

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LEGO NINJAGO®

DRAGONS RISING

INCLUDES MINIFIGURE!

Mysteries of the Merged World

Uncle,

I can't believe how much the world of Ninjago has changed since the Merge—the moment all sixteen Realms of Creation came together to merge with Ninjago.

Since that day, I have been alone here in the Monastery of Spinjitzu. Besides searching for you and the other ninja, I don't know what else to do.

I wish you were here to advise me. But I realize I have to figure this out for myself. I am keeping this journal for you, Uncle, so that I can share it with you when I find you. I <u>will</u> find you. And everyone I care about. . . . I will not give up until I do.

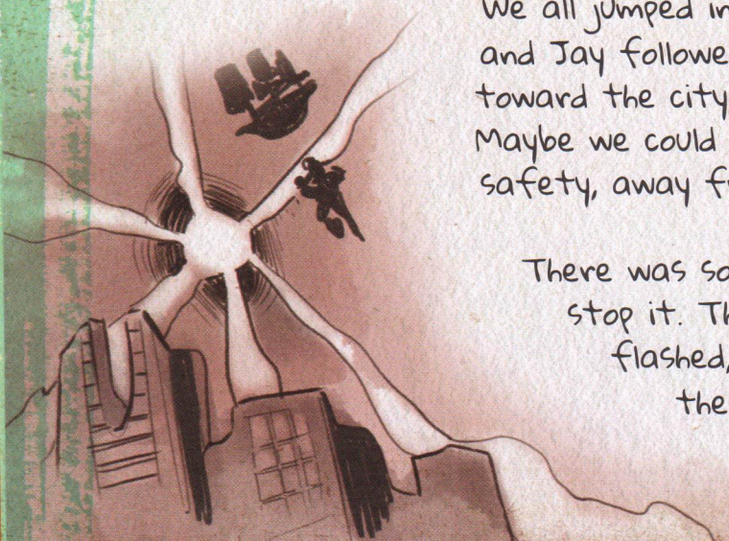
Lloyd

THE DAY IT HAPPENED

I'll never forget the day of the Merge. You had asked me to find as many scrolls as I could about something called a coalescence. I found them, but I couldn't make sense of anything.

Then a strong wind whipped through the monastery. A ferocious storm cloud whirled in the sky. Red lightning flashed.

That was when things got really weird! The sky began to . . . crack, almost like glass. And through the cracks, we could see the skies of other realms.



We all jumped into the Destiny's Bounty, and Jay followed in his mech. We flew toward the city, hoping we could help. Maybe we could bring some people to safety, away from this storm. . . .

There was so much chaos! We couldn't stop it. Then a bright white light flashed, and crashed into the Destiny's Bounty.

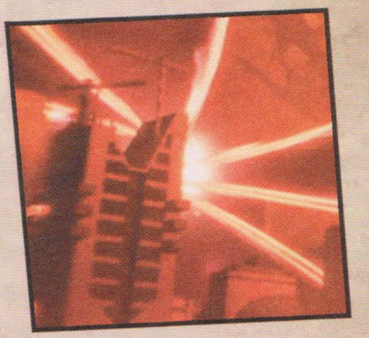
Later—how much later, I don't know—I woke up in the monastery. But the monastery didn't look exactly the same. And neither did the world. There were mountains in the distance I didn't recognize, and strange, sprawling cities, and forests with purple trees.

I knew then that the world of Ninjago had changed forever.

BREAKING NEWS

Ninjago City, 134

FIRST PHOTOS OF THE MERGE!



Terrible calamity swooped over the Ninjago City! Mysterious crack in the sky terrified everyone.

A brave camera operator from NGTV who survived the Merge has provided us with these exclusive photos of the day it all went down.

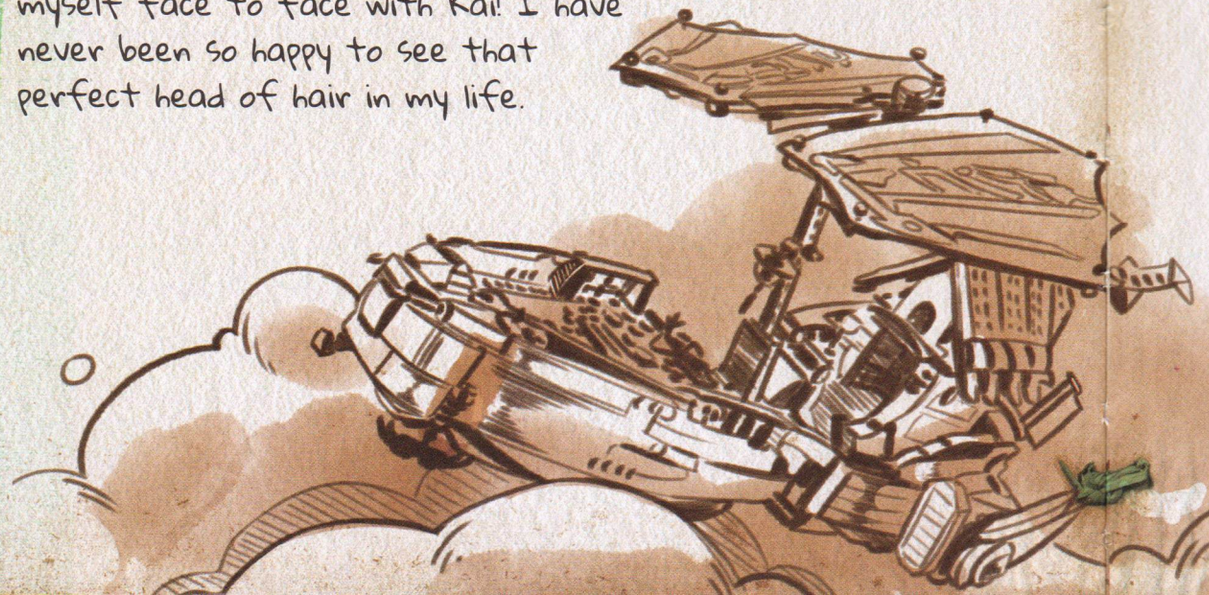
FIRST FOUND

The Realms of Creation all appear to have collided. But how? The key to what happened has to be your scrolls, Master Wu. But they were destroyed.

Why me? Why did I make it back here, but not the others? I ask myself that every day.

Then tonight, something totally unexpected happened. I was walking outside the monastery when the Destiny's Bounty appeared, floating silently through the night sky. Was I seeing things?

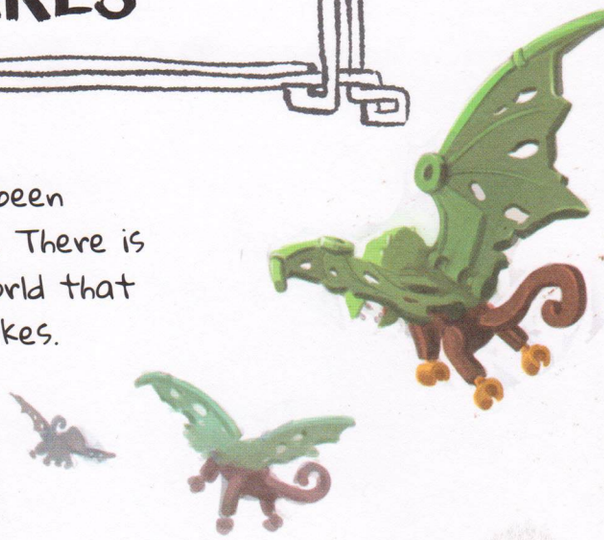
I climbed on board, suspicious. I heard footsteps behind me. I spun around and launched into a Spinjitzu kick—and found myself face to face with Kai! I have never been so happy to see that perfect head of hair in my life.



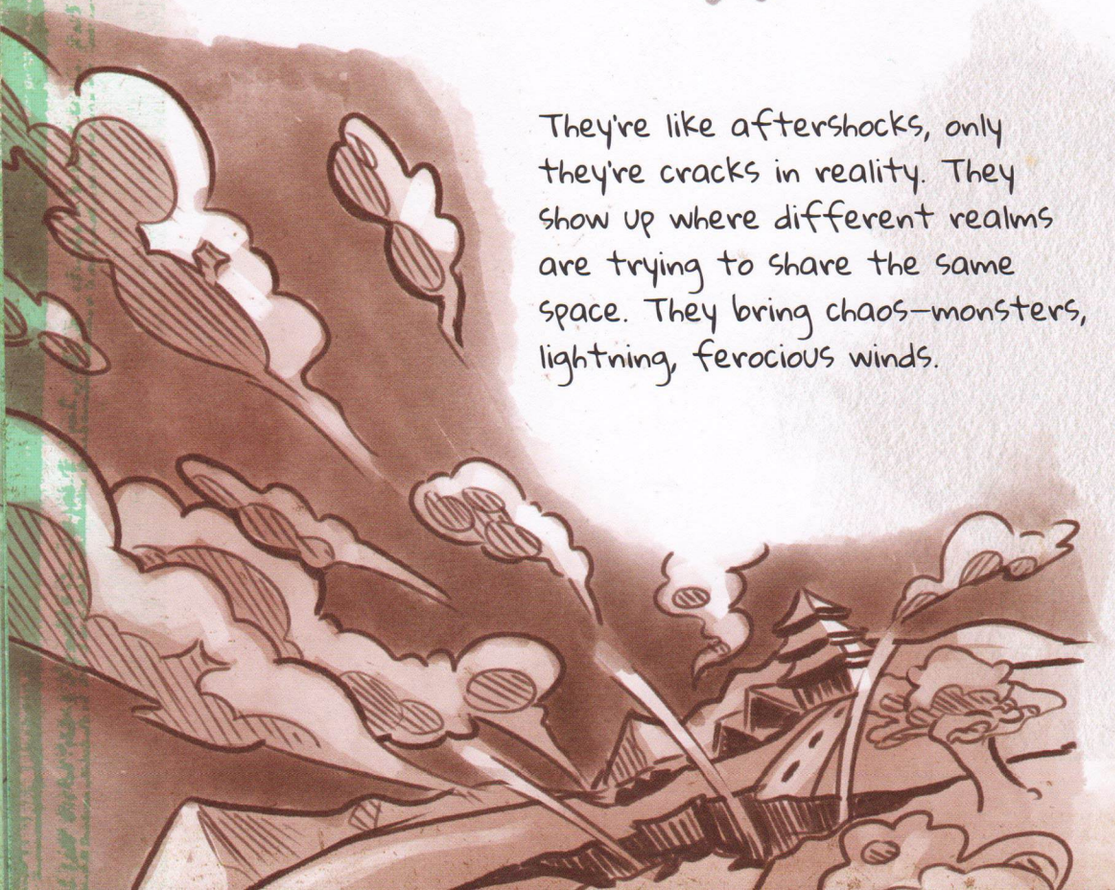
Kai told me that he woke up on an island that didn't exist before. He traveled through some strange kingdoms to get home. I am so glad that he did! I don't have to do this alone anymore. For the first time, I have hope.

MERGEQUAKES

Our search for you has been interrupted, Master Wu. There is a new threat to the world that Kai and I call Mergequakes.



They're like aftershocks, only they're cracks in reality. They show up where different realms are trying to share the same space. They bring chaos—monsters, lightning, ferocious winds.



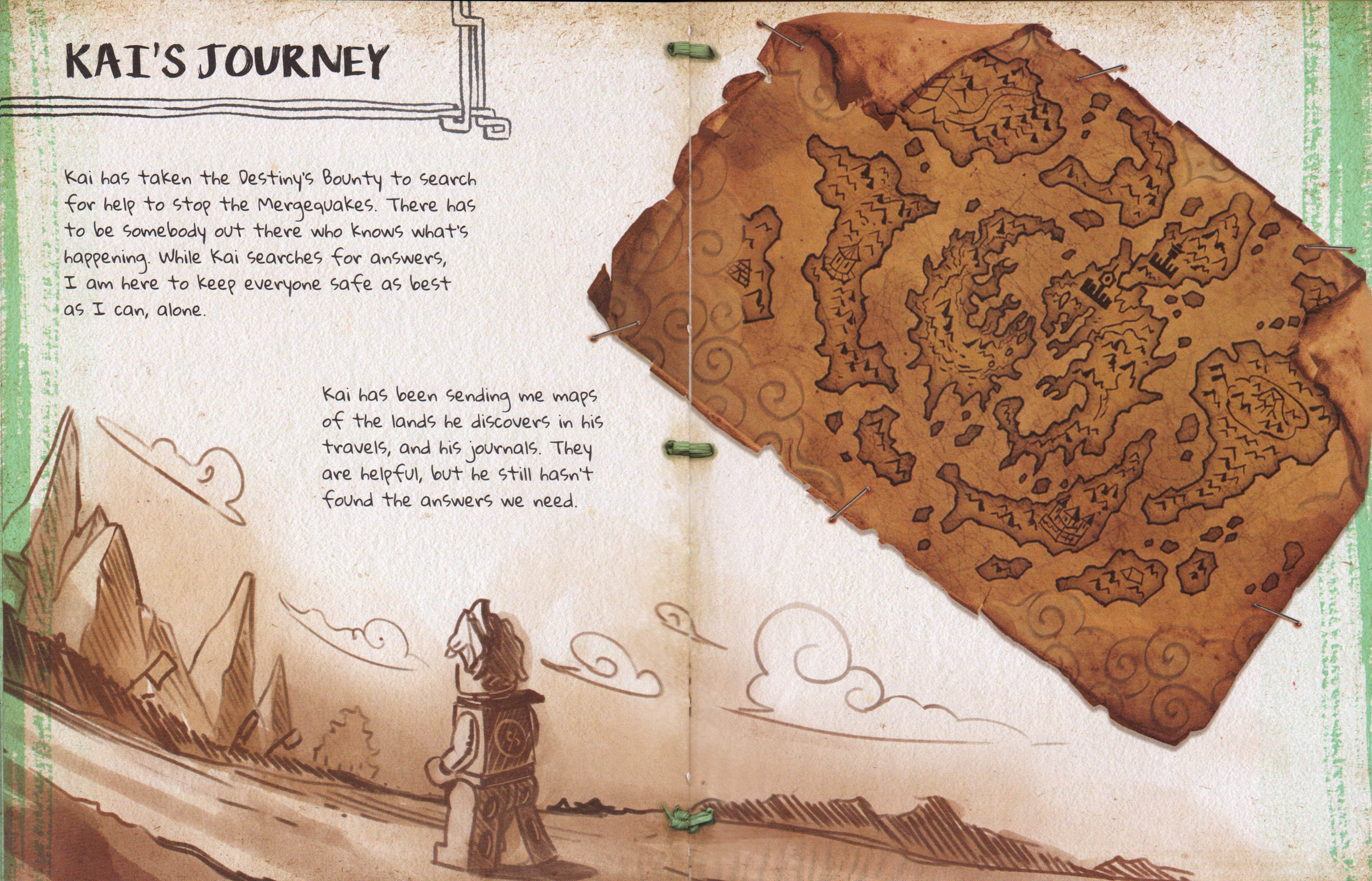
Luckily, Elemental Powers can close them. Kai and I can stop them, but they're becoming more frequent. If they continue, I worry they'll tear this world apart.

I took this photo with the dash cam on my mech. It looks like the sky is being opened up to reveal a new world behind it.

KAI'S JOURNEY

Kai has taken the Destiny's Bounty to search for help to stop the Mergequakes. There has to be somebody out there who knows what's happening. While Kai searches for answers, I am here to keep everyone safe as best as I can, alone.

Kai has been sending me maps of the lands he discovers in his travels, and his journals. They are helpful, but he still hasn't found the answers we need.



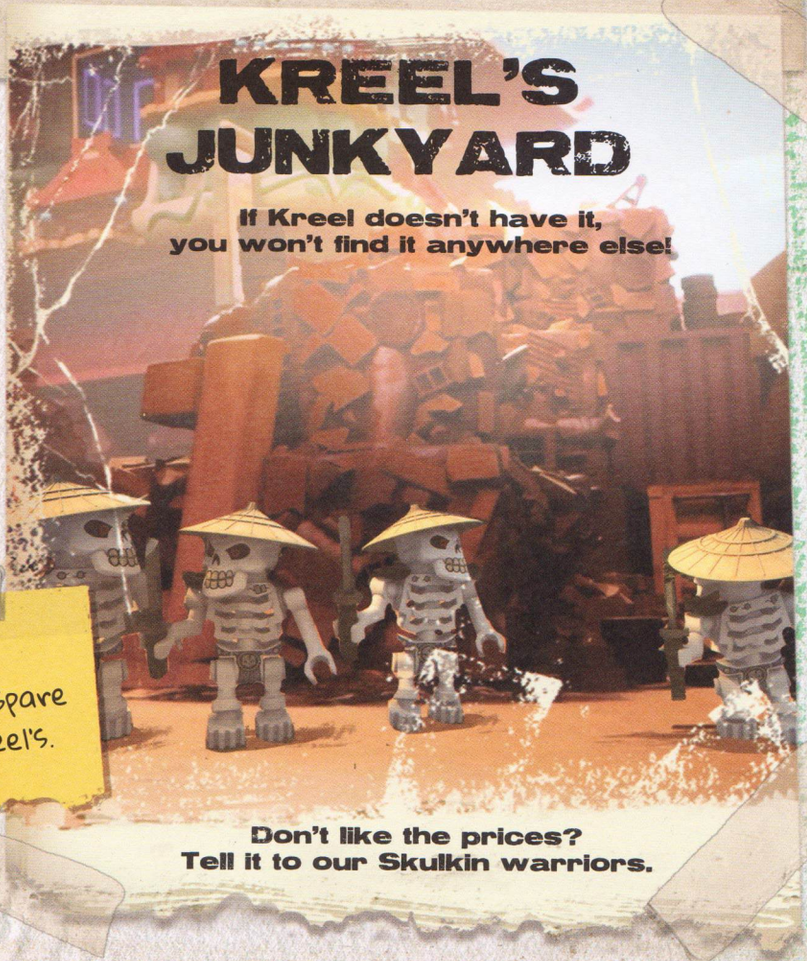
THE CROSSROADS

It's been weeks since I have heard from Kai. I hope he is okay.

I have been busy stopping Mergequakes. Most of them open up in the Crossroads, a new neighborhood on the outskirts of Ninjago City. It seems to be at the center of the Merge. People (and other creatures) from all different realms live there.

It's amazing how fast things have sprung up. There are markets where you can buy food from all the realms. And everybody goes to the mech races on Friday night.

I don't have much time for fun or restaurants these days, but it's kind of nice seeing people doing normal things. Like the old days, in Ninjago City.


KREEL'S JUNKYARD
If Kreel doesn't have it, you won't find it anywhere else!
Don't like the prices? Tell it to our Skulkin warriors.

I get all my spare parts at Kreel's.

IMPERIUM

I can see the gleaming buildings of this kingdom from the monastery when the sky is clear. I'd heard that this realm was ruled by an empress and that the entire kingdom was powered by clean, safe energy. Harmless, right?

But now I know that something really evil is happening in Imperium. I was out looking for Mergequakes when I saw a kid, in my green ninja mask, performing Spinjitzu! He was fighting the Claws, the armored guards of Imperium. A girl was fighting alongside him in a mech. The Claws captured them. But why were the Claws after a couple of kids in the Crossroads?

Something didn't feel right. I rescued the kids and a baby dragon that they were protecting. The kids told me that the Claws were capturing dragons, and planned to hunt down the baby dragon's whole family!

Any kingdom that hunts and captures dragons is up to no good. I will get to the bottom of this. And we've got to find the baby dragon's family and warn them.

I'm bringing the kids and the dragon to the monastery to help me figure this out.

ARIN

I'm glad I ran into Arin and Sora. There's something special about these kids. Apart from the fact that they risked their lives for a baby dragon, that is.

ARIN HAS THE MASK THAT I LOST DURING THE MERGE.

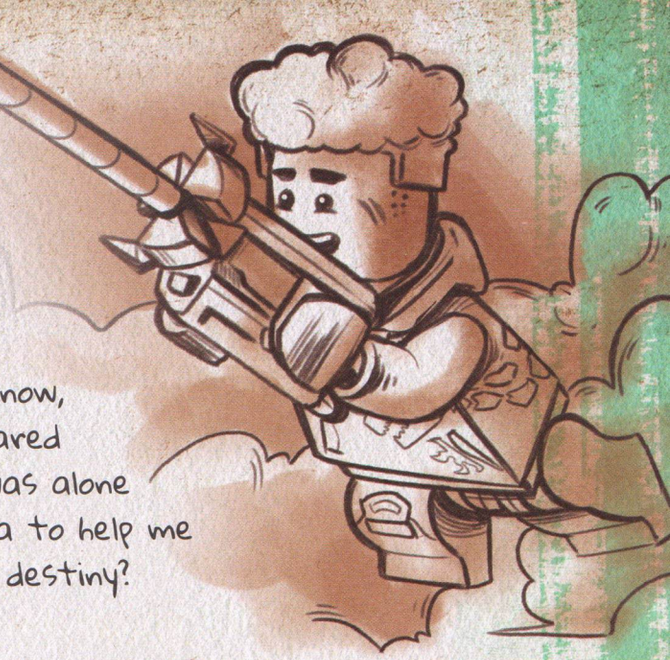
NOT A BAD KICK!

Alone in the Crossroads, and missing his parents, Arin trained himself to become a ninja. I didn't think that was possible, but I saw it with my own eyes.

Arin's version of Spinjitzu is kind of weird, but it is Spinjitzu!

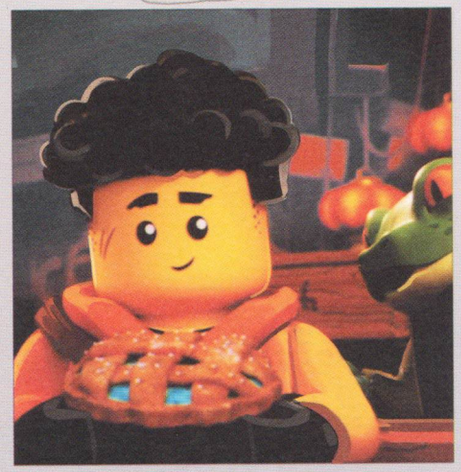
Arin trained hard in the ninja arts so he could help the people in his community. This boy truly has the heart of a ninja.

And the world needs ninja now, more than ever. Arin appeared right in my path when I was alone and searching for the ninja to help me save this new world. Is it destiny?



WHAT I'VE OBSERVED ABOUT ARIN SO FAR:

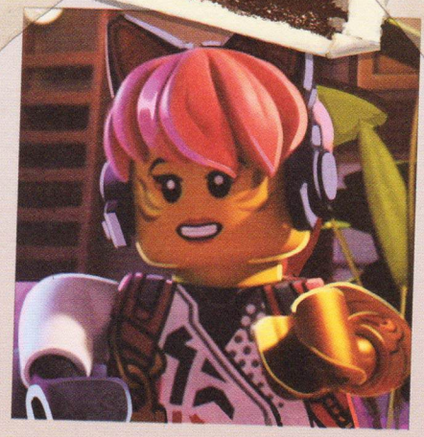
- Outgoing and friendly
- Ninja superfan
- Not afraid of a challenge
- Makes really good pies



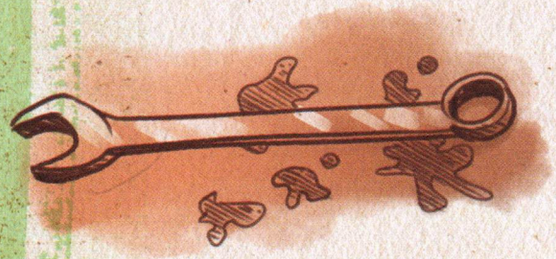
BERRY PIE! YUMMY!

SORA

Uncle, I've seen Sora use what appear to be Elemental Powers! She's able to control technology. It's almost like . . . she's the Elemental Master of Tech. But I've never heard of one existing before. Could she be the first?



SORA, ARIN'S BEST FRIEND

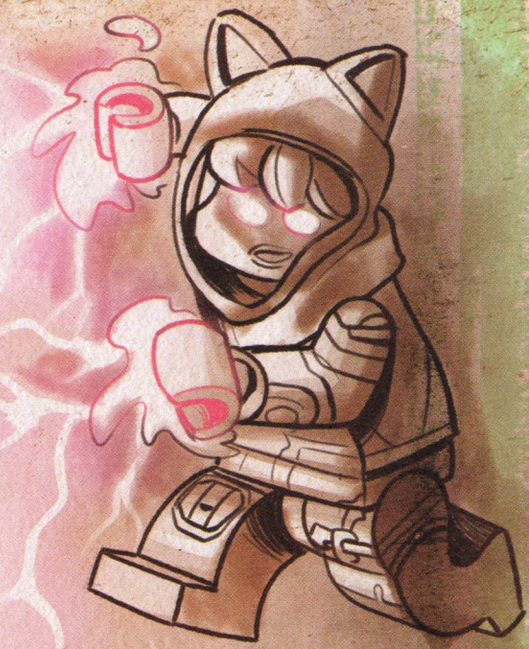


Another weird thing about Sora's powers is that she seems to get charged up by that baby dragon I found her with. And Sora doesn't think she got these powers from her parents. Nothing makes sense.

THE DRAGON'S CUTE, BUT WHAT KIND OF ENERGY IS THIS?

Maybe we're not supposed to understand destiny. I believe I have encountered Sora and Arin for a reason. Sora's powers are real, and I need to help her unlock her True Potential.

I wish you were here, Uncle. These two kids need a Master to guide them, not a green ninja (yeah, that's a pun) like me.



WHAT I'VE OBSERVED ABOUT SORA SO FAR:

- Smart and inventive
- Distrustful of others
- Fearless (and maybe a little reckless)
- Can fix just about anything mechanical!

A NEW ELEMENTAL MASTER???

RIYU

Our mission to find the baby dragon's family began when he showed us his home on one of Kai's maps: the Land of the Three Peaks. That's one smart dragon, right? Then Sora used her abilities to repair the Destiny's Bounty, and we were on our way!

DRAGONS ARE AWESOME!

Somehow, the Claws followed us to the valley. We all fought to protect Riyu—and his whole family!

THE MATRIARCH

The baby dragon hasn't learned how to speak telepathically yet. But when we got to the valley, we found his family. The mother of the dragon herd, the Matriarch, told us his name is Riyu.

WHAT I'VE OBSERVED ABOUT RIYU SO FAR:

- Curious
- Playful
- Clever
- Seems to be able to charge Sora with Elemental Power

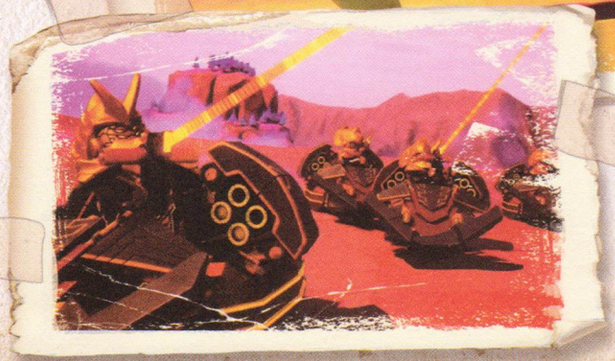
Nya would be happy: the Bounty can fly again! Sora did a great job fixing it. The girl has big potential.

RAPTON AND THE IMPERIUM CLAWS

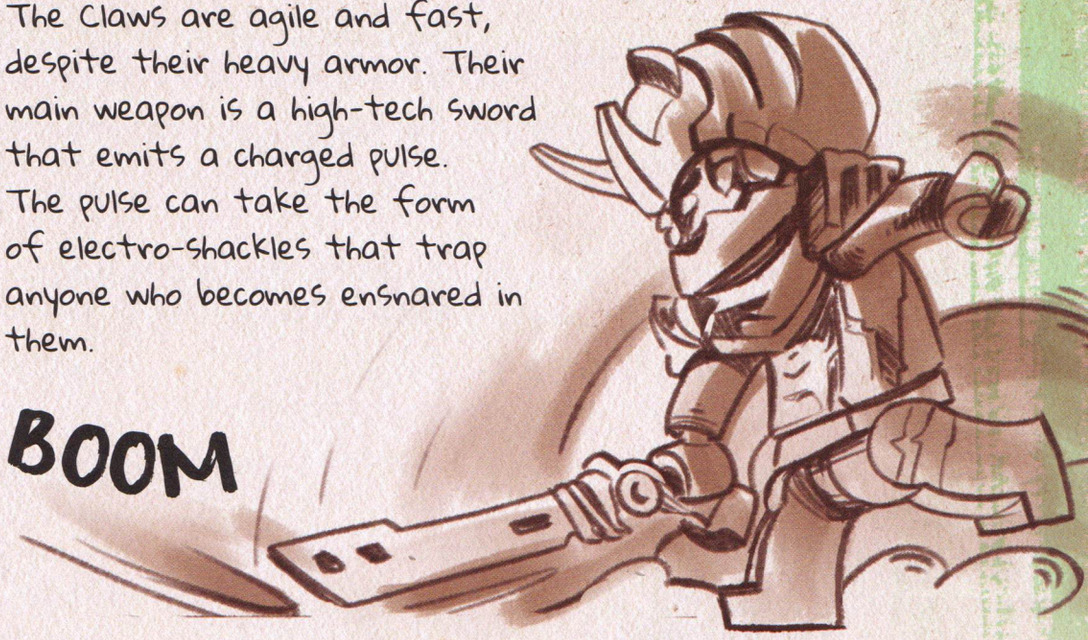
The Imperium Claws aren't easy to defeat. I downloaded some photos from my battle cam to show you what they're capable of.

Rapton is the second-in-command of the Claws. I don't like this guy. He talks a big game and thinks he's smarter than everyone else, but I'm not sure he can back it up.

He leads the Claws, who zoom around in hover chariots. Each one is equipped with forward-facing blasters that shoot fiery projectiles.

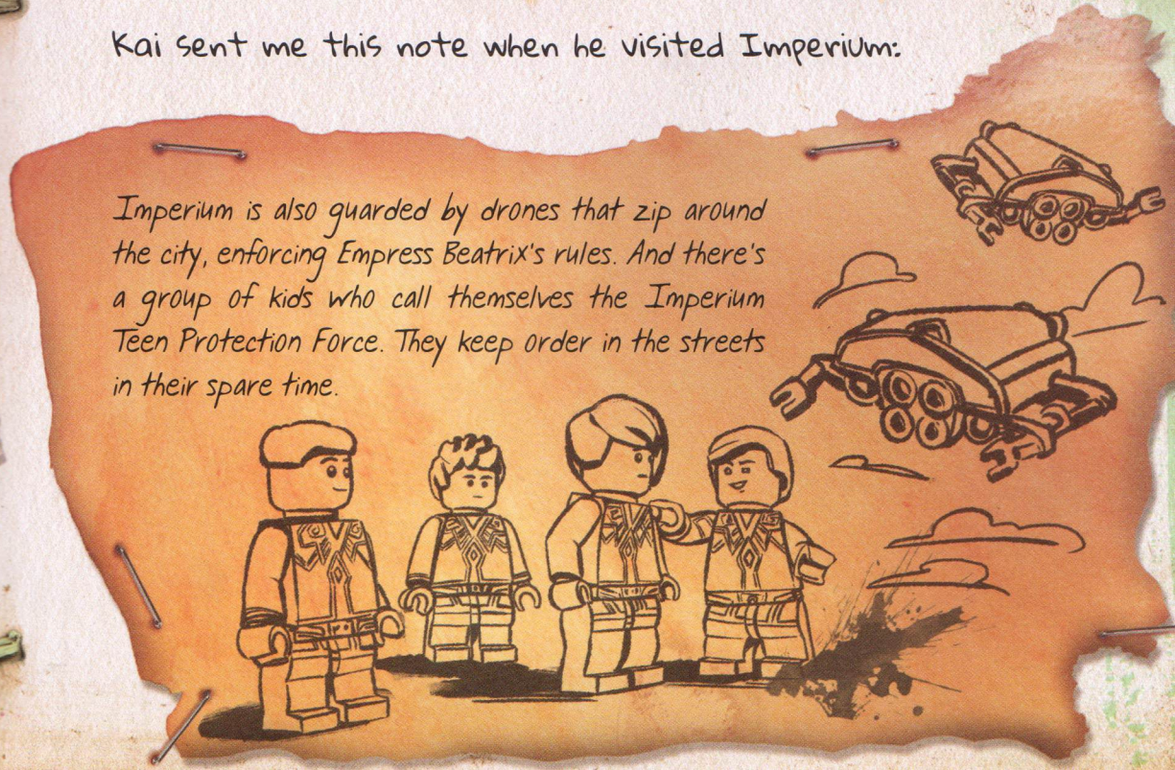


The Claws are agile and fast, despite their heavy armor. Their main weapon is a high-tech sword that emits a charged pulse. The pulse can take the form of electro-shackles that trap anyone who becomes ensnared in them.



Kai sent me this note when he visited Imperium:

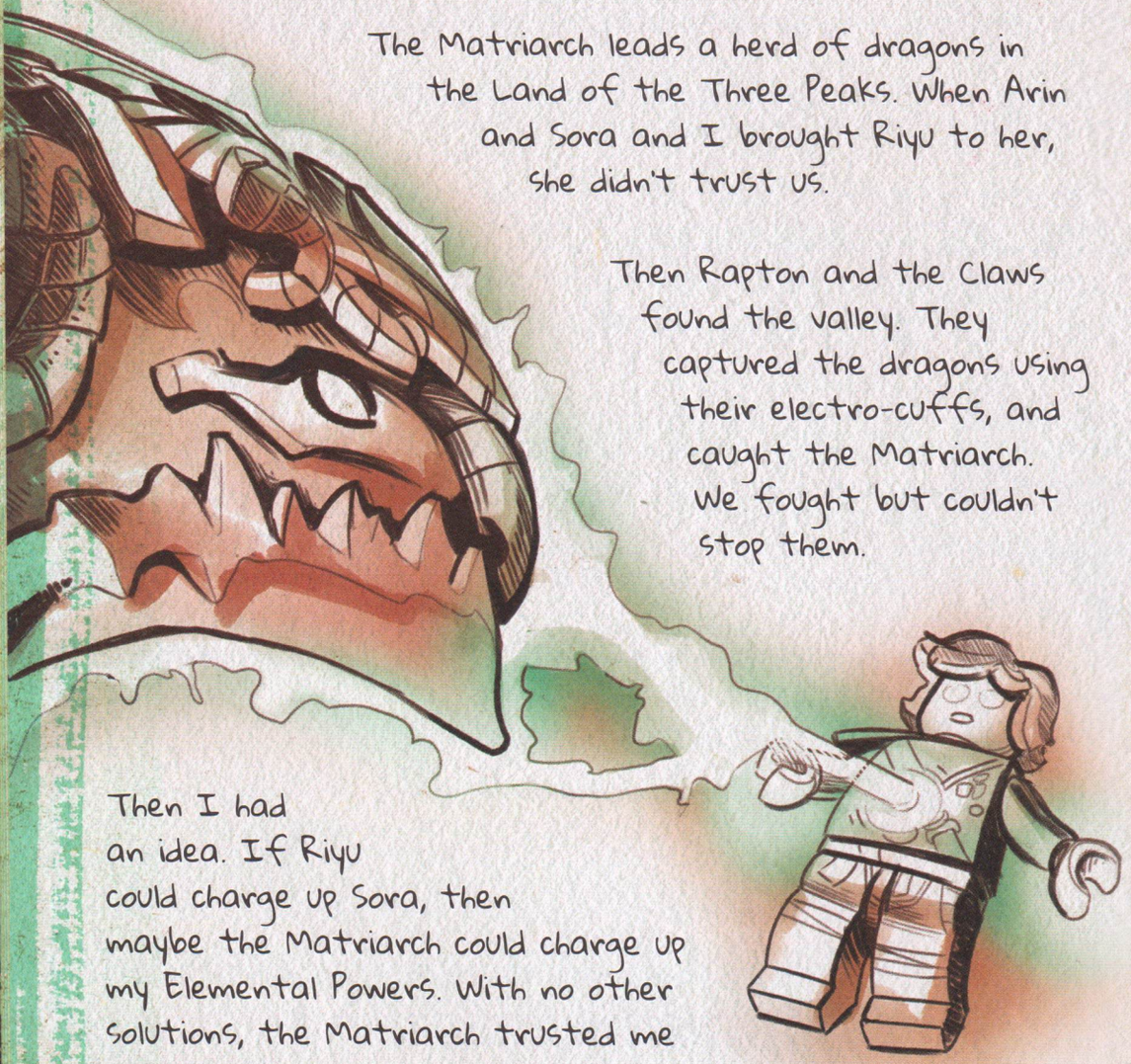
Imperium is also guarded by drones that zip around the city, enforcing Empress Beatrix's rules. And there's a group of kids who call themselves the Imperium Teen Protection Force. They keep order in the streets in their spare time.



THE MATRIARCH

The Matriarch leads a herd of dragons in the Land of the Three Peaks. When Arin and Sora and I brought Riyu to her, she didn't trust us.

Then Rapton and the Claws found the valley. They captured the dragons using their electro-cuffs, and caught the Matriarch. We fought but couldn't stop them.



Then I had an idea. If Riyu could charge up Sora, then maybe the Matriarch could charge up my Elemental Powers. With no other solutions, the Matriarch trusted me and gave it a try.

It worked! My Spinjitzu form tripled! I battered Rapton and the Claws and they retreated. The Matriarch was grateful. "You are a wise master," she told me.

I don't feel like a Master. But maybe I can be a teacher. Arin's and Sora's training needs to begin right away. And Riyu's, too. The little dragon decided to come back to the monastery with us!

I'M NOT YOU, WU

I started to grow my beard. You have to lean in really close to see it.

I have begun ninja training with Arin and Sora. I'm trying, Uncle, I really am. But I don't think I can ever be the teacher that you are.

I kneeled on your meditation carpet. I asked myself how I could be like you. The only thing that came to my mind was to grow a beard.

When I tried to reveal the hidden obstacle course with the press of a button, it didn't work. How was I supposed to know the gears needed cleaning?

Then I did that thing you used to do: I asked Arin and Sora to complete the obstacle course before I finished my cup of tea. But I burnt the tea and couldn't drink it. Who burns tea?

Feeling like a failure, I stared at your portrait. When I turned around, I thought I saw you—a ghostly, shimmering image of you. I must be seeing things, right? I think I'm trying way too hard to be just like you, and it's taking a toll.

I'm not you, Master Wu—but maybe that's the point. Maybe I'm not supposed to be you. Maybe I'm supposed to do things my way.

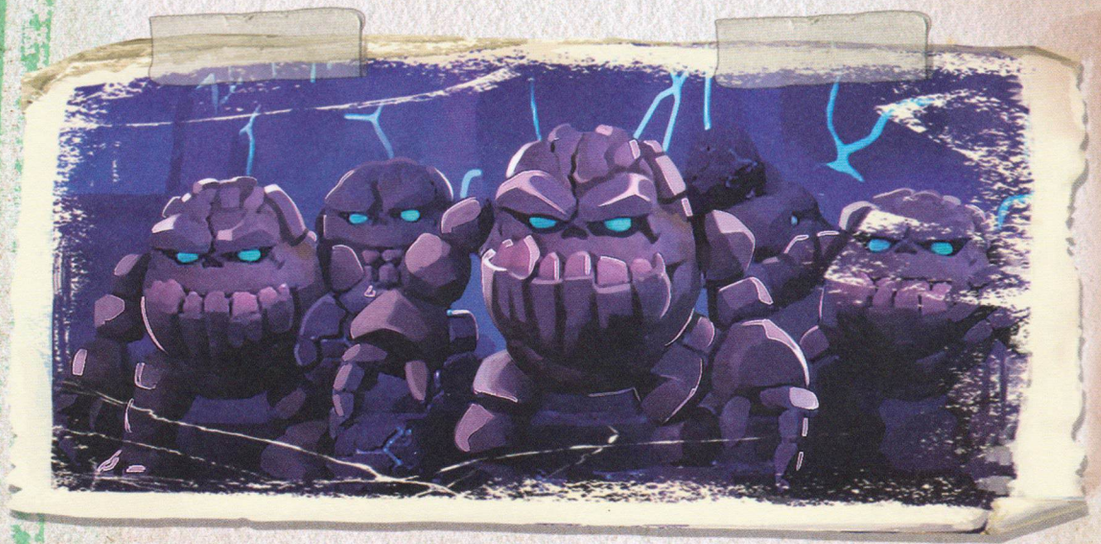
Now I just have to figure out what my way is!

NYA

I can't believe it! WE FOUND NYA!

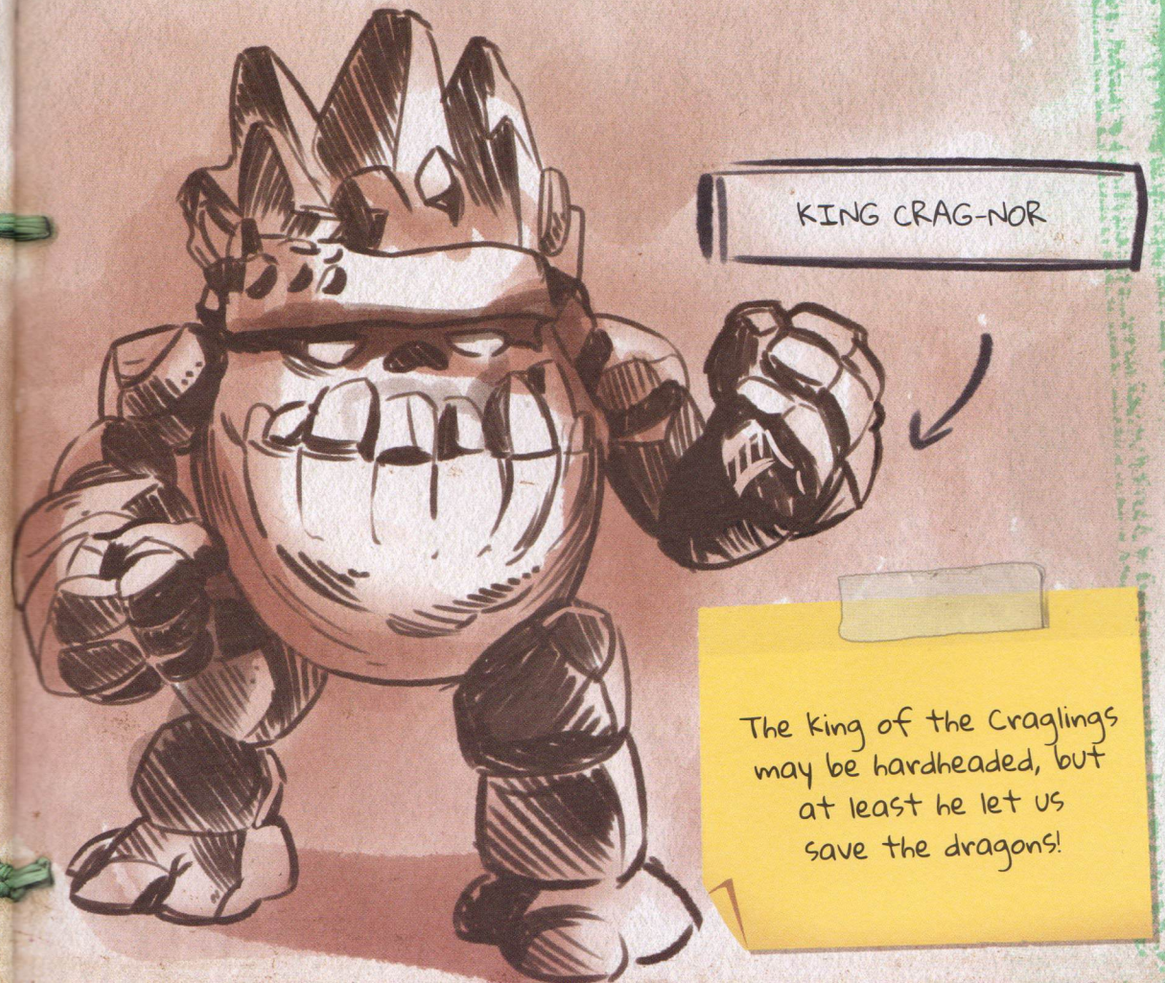
The old Destiny's Bounty—the one Kai had taken—crashed into the monastery. We found some of Kai's notes and set a course in the new Bounty to find him.

First we found Nya, using her Elemental Power of Water to protect a community of Craglings. She'd ended up in the Realm of Madness and became the champion for King Crag-Nor.



The Craglings really needed her help. A herd of Terra Dragons—a sort of Earth Dragon—became super powerful after eating some magical mud and attacked the kingdom. Nya used her Water powers to keep the dragons in check, but she needed backup. We arrived just in time!

It's so good to find Nya, and see her as strong as ever!



The king of the Craglings may be hardheaded, but at least he let us save the dragons!

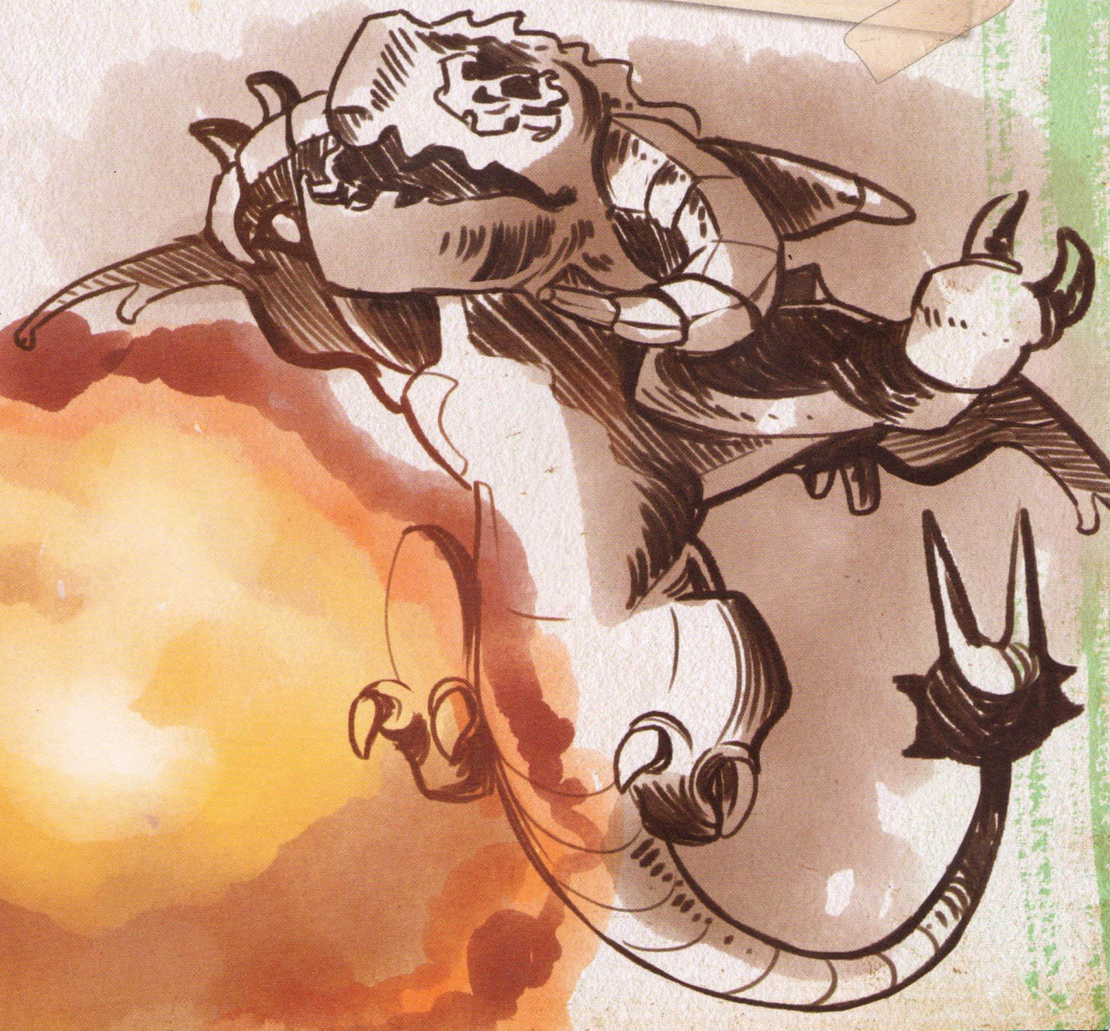
KAI

The best thing happened. We found Kai in the Land of Madness, too!

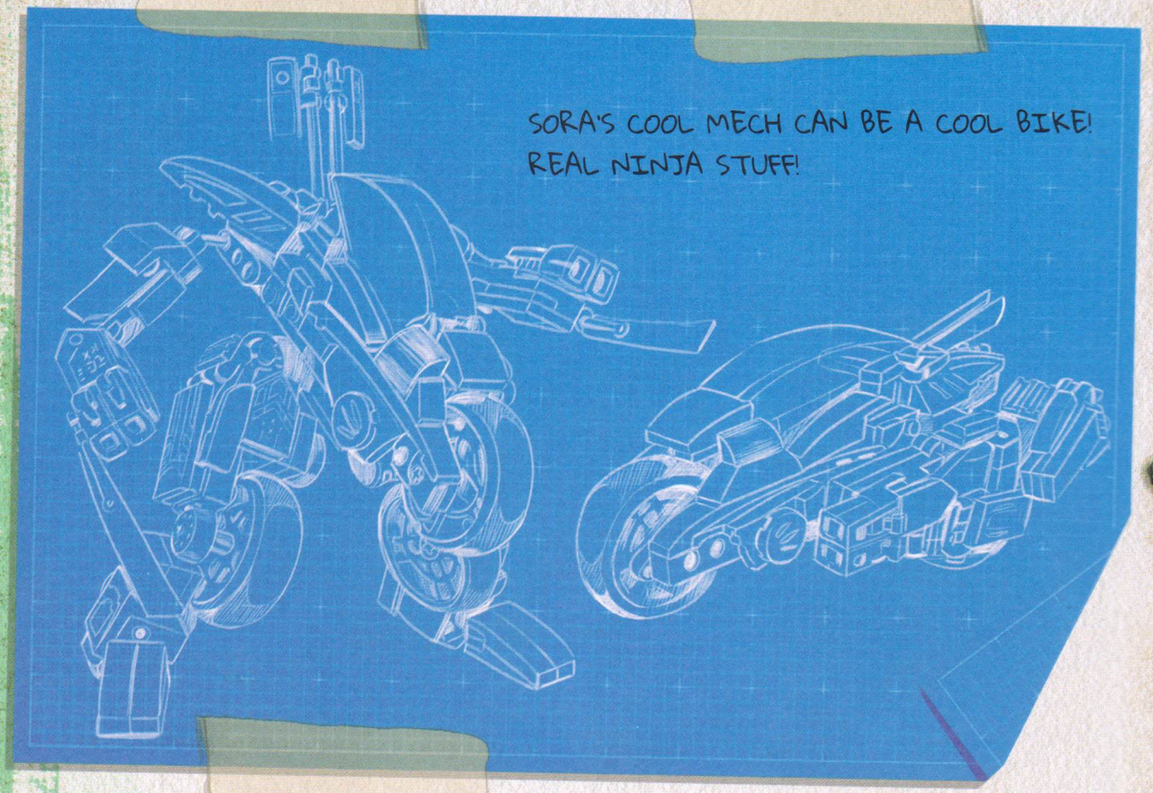
Kai, Nya, Arin, Sora, and I worked together to protect the Craglings from the dragons. It felt like old times again. I have missed working with a team!

It was so good to find Kai again, after losing him twice. I'm not going to let him out of my sight again! Now maybe I can get Kai's and Nya's help in training Sora and Arin. I can definitely use it!

Thanks to the Merge, the Terra Dragons and the Craglings had a misunderstanding that turned into a fierce clash. I'm glad we were here to help them sort things out. I wonder how many other conflicts like this the Merge has caused. . . .

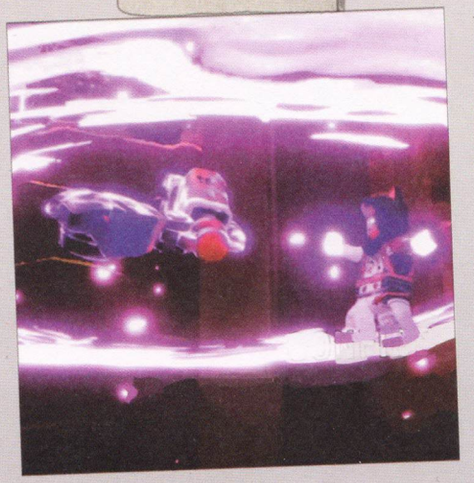


THE SA-MARK 1



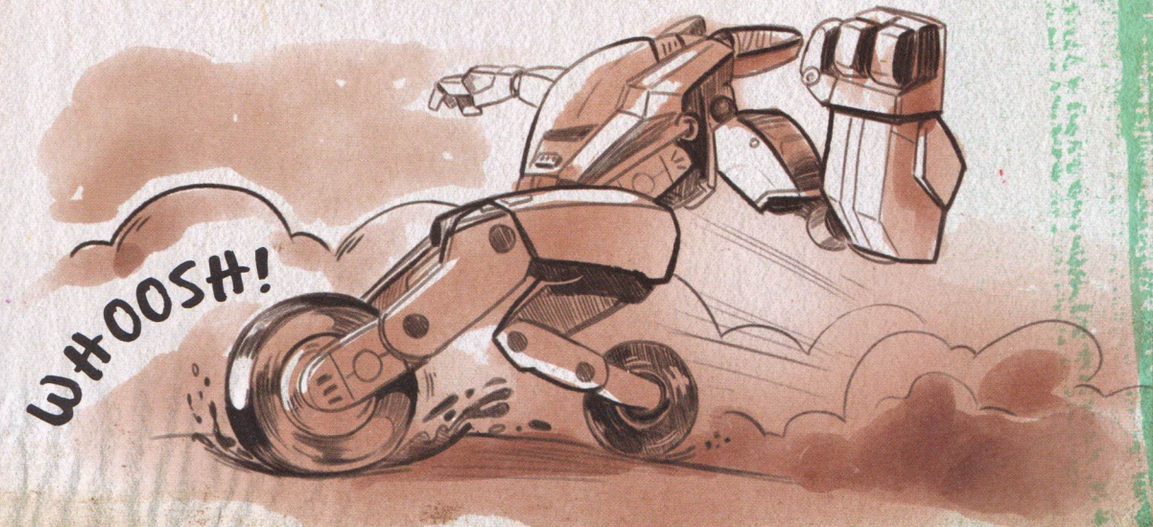
Sora channels her powers into the SA-Mark 1 mech that she created for mech races in the Crossroads. As we've been fighting the Mergequakes, I've seen more of Sora's Elemental Powers at work. From the evidence I've observed, she really might be the Master of Technology!

When she uses her Elemental Power, the mech glows with purple energy. She once instantly transformed it into a bike during a high-speed chase. I've seen her transform it into a speedy jet, too.



SORA'S SKILL SHOW!
IMPRESSIVE!!!

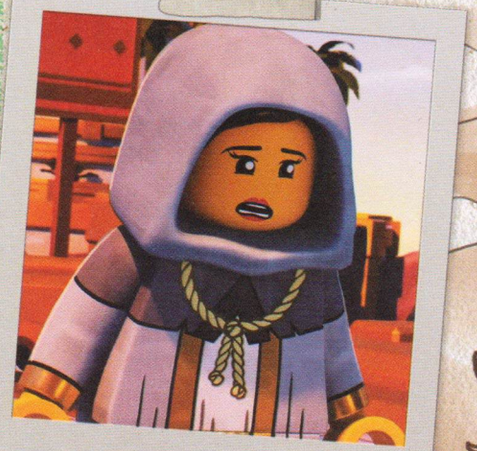
But Sora still can't completely control her powers. I think that's because she doesn't fully believe in them. Sora thinks she only has powers because of Riyu. I explained to her that Elemental Powers can only come from inside her. Until she trusts that, she will never learn how to use them.



EUPHRASIA

We made a really exciting discovery when we traveled to the Cloud Kingdom to stop a Mergequake. There is a new Elemental Master of Wind!

Her name is Euphrasia, and when we first met her, she was hiding her power. She is a Cloud Monk, and they believe that only words should be used to change the world, not actions. She was afraid of being exiled from her kingdom. But when monsters from the Mergequake threatened the Cloud Kingdom, she embraced her powers to help save the day.



EUPHRASIA

I wonder how she became an Elemental Master. The last Master of Wind, Morro, twisted his powers to achieve his vengeful goals. Could it be that when he finally departed, his Elemental Power kept searching for someone truly worthy, and finally found Euphrasia?

The enormous library in the Cloud Kingdom contains a written record of anything that has ever happened in Ninjago. When we asked the Scroll Worms to get us information about Mergequakes, they suddenly turned evil. We think they were cursed. Nya has stayed behind to search the scrolls.

DR. LAROW

Rapton attacked us with an indestructible beast made of light that he called a Photac. Sora revealed that she had invented it, and needed to return to Imperium to undo what she had started. We couldn't let her go alone.

That was where we learned about Dr. LaRow. This coldhearted genius engineered the technology that steals energy from helpless dragons. Their energy is used to power Imperium.

I discovered the horrible containment cells holding dozens of captured dragons, waiting to be drained. But that wasn't all I discovered in Imperium. I learned more about Sora and her past—and found a new Elemental Master.

THE MARVELOUS! THE MAGNIFICENT! THE MYSTERIOUS . . . DORAMA

This guy used to make everyone happy in the Crossroads with his fireworks displays. Then we discovered he'd stolen the energy for them from helpless Whack Rats. Now he works for Dr. LaRow, draining energy from dragons.

SORA'S PAST

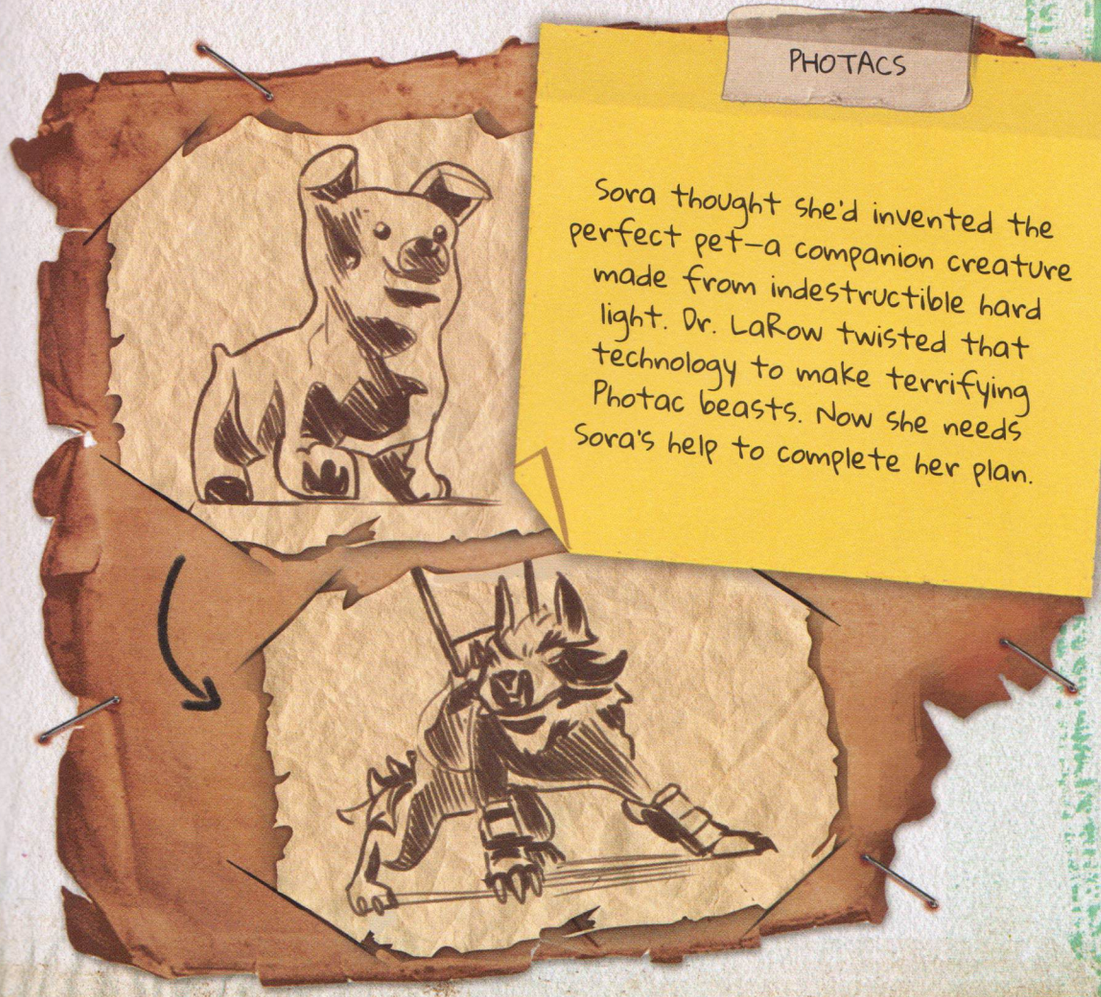
We just learned about Sora's secret past. And now a lot of things make sense.

ANA / SORA

For starters, she was born with the name Ana. Growing up in Imperium, she didn't know she was an Elemental Master of Technology. But her talent got the attention of Dr. LaRow. She invited Ana to work in the lab. Ana was excited, and her parents were really proud of her.

Ana quickly bonded with a dragon named Sora. When Ana learned how dragons were suffering in Imperium, she refused to work at the lab. Her parents told her they were ashamed of her, and forbade her to continue her scientific studies. When the Merge came, she fled, taking the name Sora to start her new life.

But Sora had left something important behind in Imperium. . . .



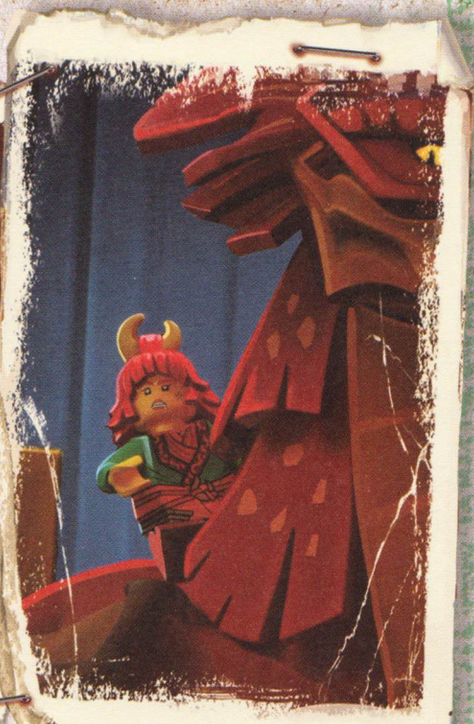
PHOTACS

Sora thought she'd invented the perfect pet—a companion creature made from indestructible hard light. Dr. LaRow twisted that technology to make terrifying Photac beasts. Now she needs Sora's help to complete her plan.

WYLDFYRE

Our mission in Imperium was full of surprises. Locked up in the dragon cells was a kid named Wyldfyre, who has Elemental Powers of Fire! I mean, it sure looks that way. But that's impossible, right? I always thought there could only be one master of each element at a time, but the world has changed a lot after the Merge.

Wyldfyre was raised in the Wyldness by a dragon named Heatwave and a caretaker robot. She calls Heatwave her family. Wyldfyre could use training and discipline, just like Arin and Sora. But I don't know if she'll ever accept us.

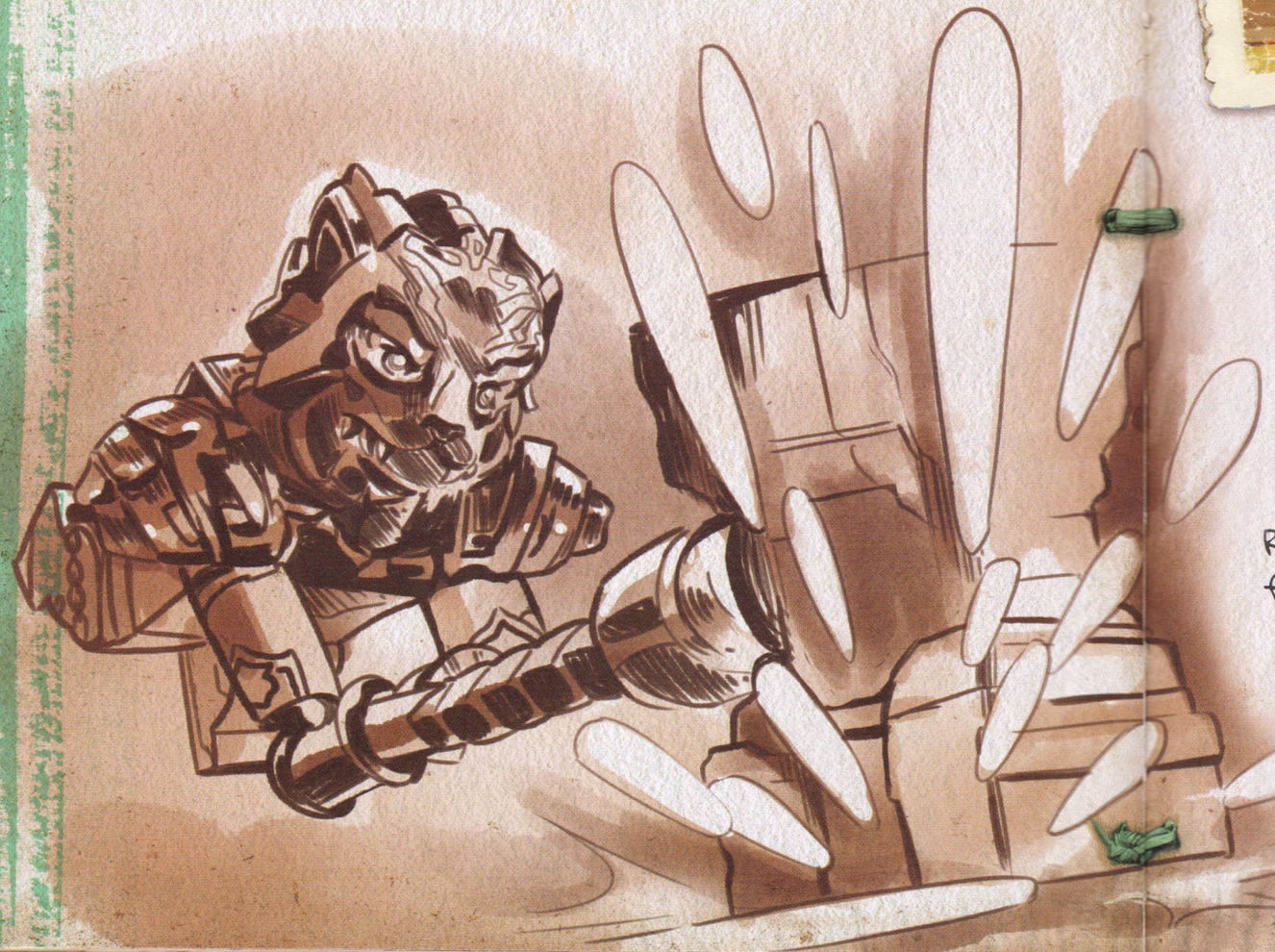


WHAT I'VE OBSERVED ABOUT WYLDFYRE SO FAR:

- Fiery temper (what else?)
- Not afraid of anything
- Always ready for a fight
- Only seems to trust Heatwave

RAS

The leader of the Claws isn't a loudmouth like his second-in-command, Rapton. He's fierce and calculating, just like the jungle predator he resembles. I've seen him step into battle when his minions fail him. That's a good quality in a leader, even if he is a bad guy.



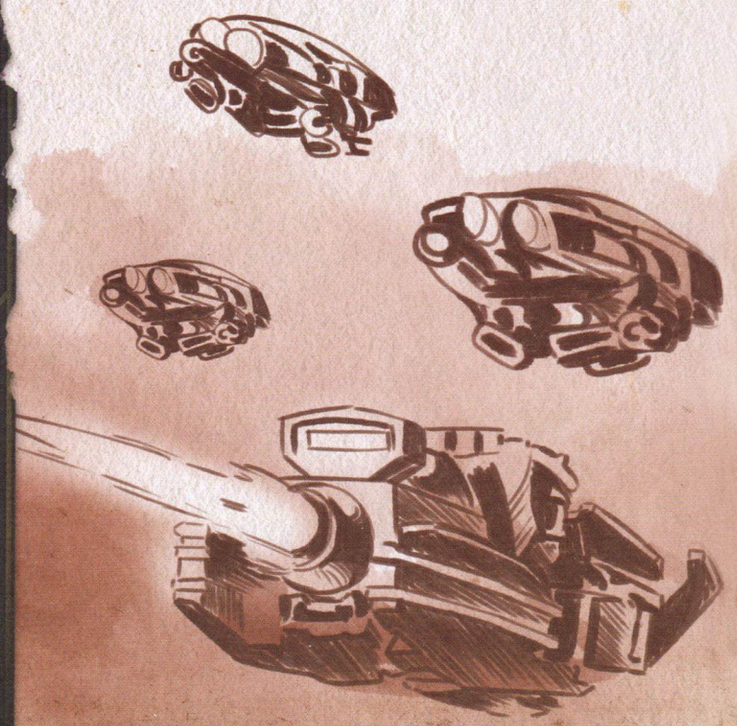
Ras is a powerhouse of brute strength. He may be ferocious, but I suspect he has a weakness somewhere.

Ras uses a giant war hammer when he fights. Any opponent who relies on a big weapon to speak for them is covering up something. I wonder what he's hiding underneath all that growling and snarling.

EMPRESS BEATRIX

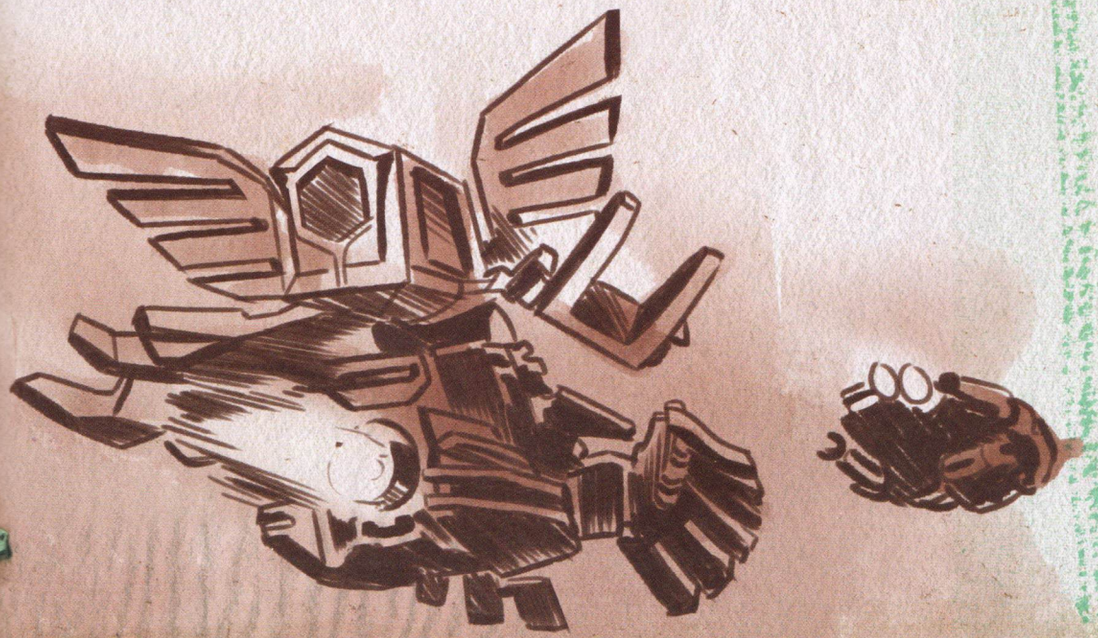
"All hail the good Empress!" That's all you hear when you walk around Imperium. It's like Empress Beatrix has everyone under some kind of spell.

I met her when our mission in Imperium turned into an all-out battle. Wyldfyre and I freed the captured dragons. But Riyu fell into the hands of the Claws again, along with Arin and Sora. To save them, we sieged the palace!



EMPRESS BEATRIX

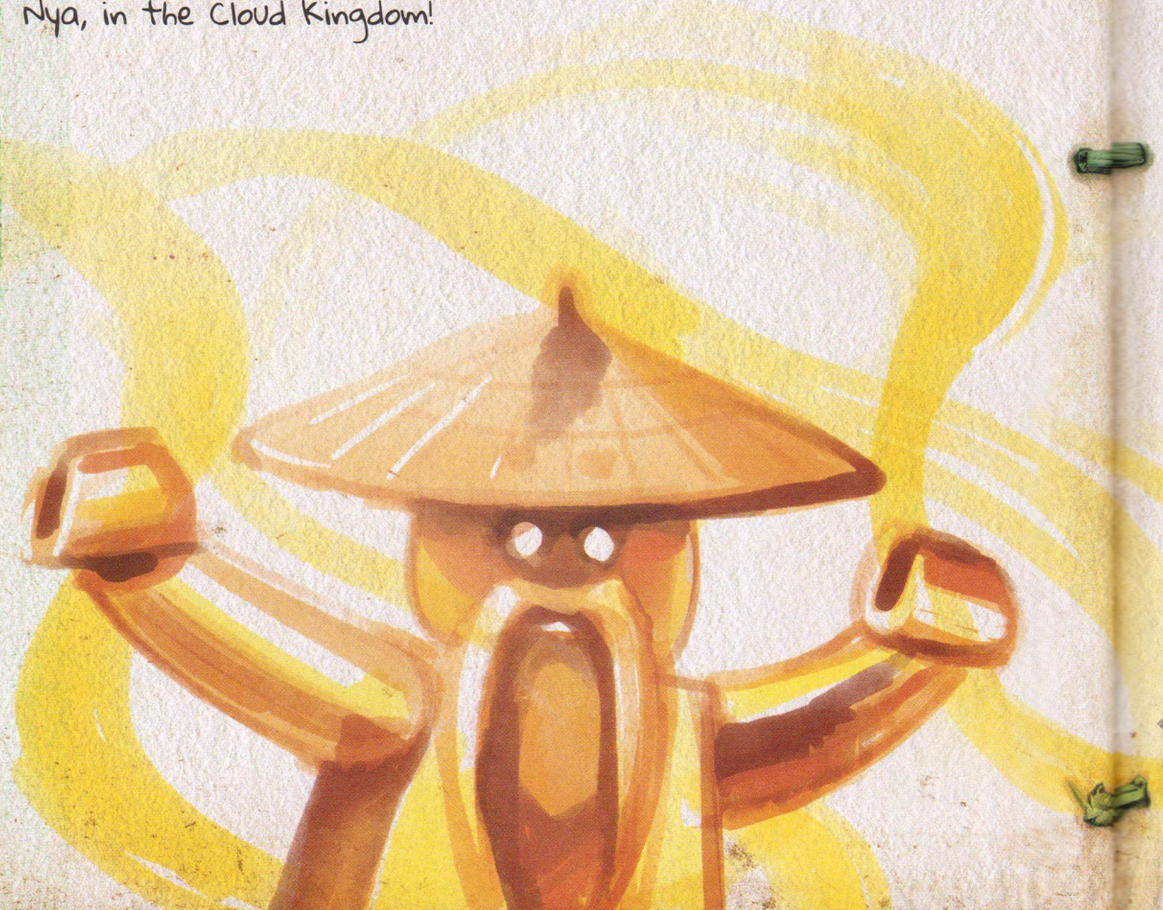
Empress Beatrix just sneered at us. Her people seem to adore her because they believe her lies. They got comfortable living in a city where everything they needed was provided for them. Will the citizens of Imperium ever see through her?



ARE YOU A GHOST?

Are you a ghost, Uncle? I thought I saw your ghostly form once. And Kai just told me a story that makes me believe I'm not losing my mind. And gives me hope. . . .

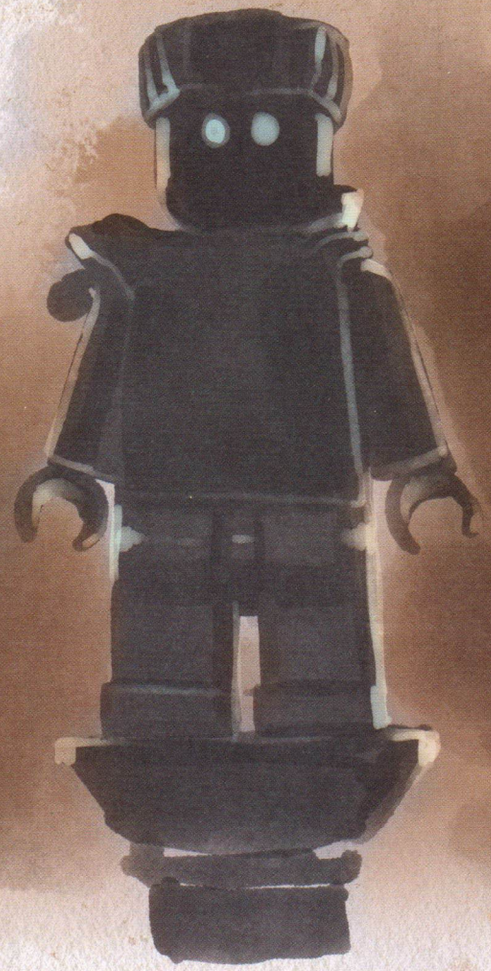
Kai says that he heard whispers, and then saw a ghost-like being in the monastery. A golden yellow light led him to a portal. Kai walked through the portal and ended up with Nya, in the Cloud Kingdom!



Nya had heard whispers, too, and followed a golden light. When she found Kai, they had reached a strange-looking metal object that Nya says looked like a "techno-cocoon." Then they heard a voice—your voice, Master Wu—telling them to activate it!

My heart tells me it was you, Uncle. In my heart I hope you are not a ghost, but trapped somewhere and trying to help us. Please, reach out to me again! Most of the time I feel like I can't do this without you. Wherever you are, I swear I will find you!

ZANE



Nya and Kai combined their tech and welding skills to activate the techno-cocoon that you led them to, Uncle. They found Zane inside!

Zane couldn't remember what happened after flying into the Merge. He must have been stuck in that metal cocoon for years. But how did he end up there?

We found him just in time to help us defeat Empress Beatrix. Zane's mind was exactly what we needed to save the dragons of Imperium. He helped us figure out a way to get them all to safety.

PORTALS

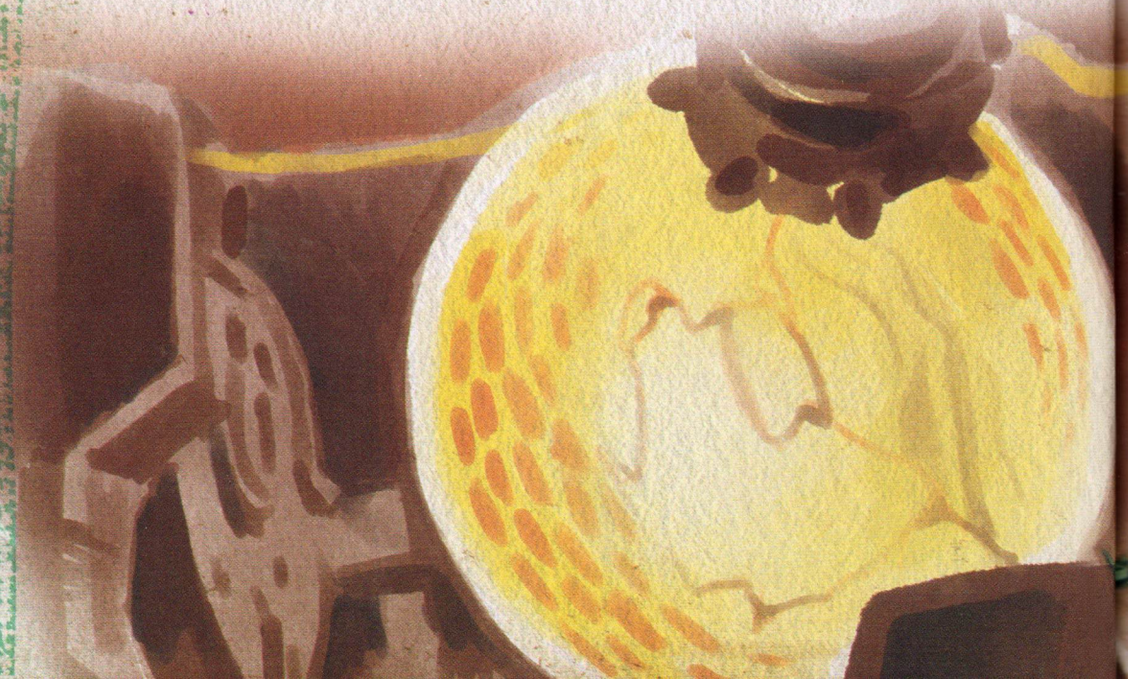
One thing we've figured out is that portals seem to connect the monasteries in different lands the Merge has united. Zane's analysis shows that the monasteries all seem to have similarities to each other.

THE SOURCE DRAGON

Uncle, I encountered the largest dragon I have ever seen.

Zane and I were searching for a power source to transport all of Imperium's dragons through a portal. Underneath Imperium, we found a massive dragon, bigger than any I'd ever seen. It was trapped inside a bubble.

The dragon told us he was a Source Dragon—a dragon so powerful that he could destroy Imperium with the energy in one claw. But if we freed him from the bubble, the whole fabric of reality might be destroyed.



The Source Dragon said he was able to share his power with me, although doing so might change me forever. It was a risk I had to take, and I accepted the power from the dragon. Wave after wave of intense energy surged through me. I felt like I could do anything!

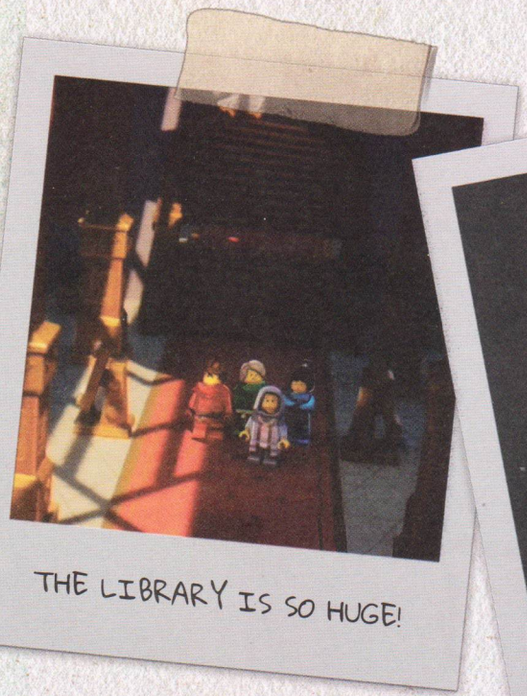
Our plan worked. I opened the portal, and the dragons escaped to freedom. But we had to leave the Source Dragon behind.

Also, Uncle, when I shared power with the Source Dragon, I saw things. Visions. Bad things. I . . . I hope what I saw isn't a possible future.

THE COALESCENCE

On the day of the Merge, you warned me about something called a coalescence, Uncle. I hadn't thought about it for a while. But today, Nya said the word, and the memory flooded back to me.

Nya found old texts about a coalescence in the library of the Cloud Kingdom. A coalescence happens when different things join together to make one new thing—just like a Merge.



THE LIBRARY IS SO HUGE!

THE SCROLL WORMS HELPED NYA (THEY WEREN'T CURSED THIS TIME).

Nya learned that a coalescence was once prophesied but never happened. It was stopped by an ancient power kept inside the Temple of the Dragon Cores. She located the symbol of the temple on a map for us.

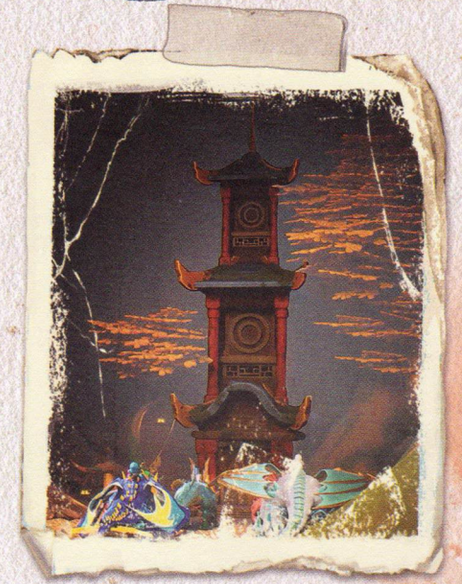
If something in the Temple of the Dragon Cores stopped the Merge, maybe it can stop the Mergequakes, too. We have to find out.

You wanted me to explore this, Uncle. You knew it was coming. But how much did you know? I hope we'll find some answers in the temple.

TEMPLE OF THE DRAGON CORES

Inside the Temple of the Dragon Cores, the spirit told us the story of the Coalescence.

The temple spirit said that the First Spinjitzu Master created other realms besides Ninjago. Did you know that, Uncle?



While meditating, your father saw a future event, during which all the realms would merge together: the Coalescence. He sought the wisdom of the Seven Source Dragons. They created the three Dragon Cores to keep the realms from smashing together.

Before the life of the First Spinjitzu Master came to an end, he hid the cores in three different places to protect them.

Master Wu, I know now that you must have been trying to rediscover the Dragon Cores before the Merge came. Why didn't you let us help you? Maybe we could have stopped this.

Now our only hope is to stop the Mergequakes. Zane says if we don't, this whole new world might be destroyed. We need to find the Dragon Cores right away. The spirit of the temple told us where to locate them:

- The Mother Garden
- The Wyldness
- The Land of Lost Things

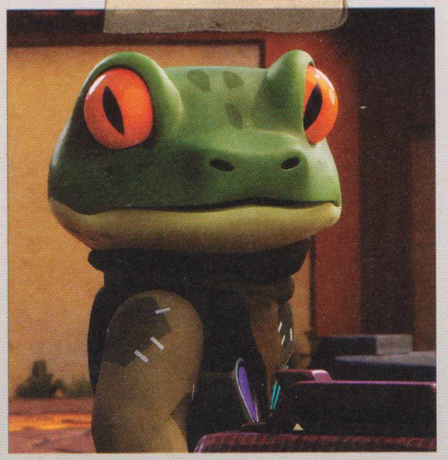
There seems to be a connection between these seven Source Dragons and Elemental Powers. What could it be?

MR. ALFONSO FROHICKY

We're splitting up to look for the Dragon Cores. Zane is staying back to stop the Mergequakes, and to learn more about the portals. He thinks we can use them to find Jay, Cole, and Pixal.

I didn't want to leave the monastery. There's so much to do to keep it in shape. But Arin reminded me that there's no shame in needing help, and he's right. I guess sometimes the student teaches the teacher.

Arin and Sora asked their friend Alfonso Frohicky to take care of the monastery while we're gone. Frohicky runs mech races, carnival pie-baking contests, and the annual soup-launching festival in the Crossroads. Maybe not the most perfect qualifications, but he has the right attitude.

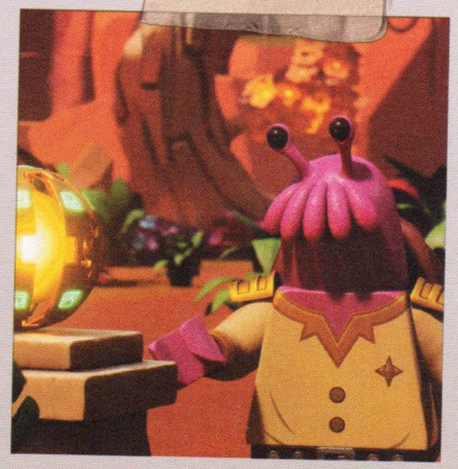


CLEANING THE FLOOR WITH A TOOTHBRUSH WAS NOT MY IDEA!

Anyway, I have to trust him with the place. We've got Dragon Cores to find!

ZANT-TANZ AND THE MUCOID WARRIORS

Arin and I traveled to a beautiful place called the Mother Garden to find one Dragon Core. It's filled with giant flowers that chime like bells when you touch them, and others that send bubbles floating into the air.



ZANT-TANZ IS ACTUALLY A VERY NICE GUY!

We found the core easily. It was guarded by a bunch of snail-looking guys, the Mucoid Warriors. Their leader, Zant-Tanz, gave us the Dragon Core because we didn't try to steal it.

But somebody had already tried to steal it—Rapton! Empress Beatrix somehow found out about the Dragon Cores! But how?

So I'd saved Rapton from the Mucoids, and he thanked me by trying to steal the Dragon Core. Nice. That was when things got really weird. . . .

THE IMPOSSIBLE PATH

The Mucoids trapped Rapton in a mucus bubble and threatened to send him to his doom for his crimes. I offered to walk the Impossible Path in Rapton's place, to show Arin that ninja value all life. Arin was worried, but it turned out the path was impossible for Mucoids and totally safe for humans. It was covered in salt!

THE WYLDNESS

Kai and Wyldfyre traveled to this dry, hot desert to search for the second Dragon Core. Formations of cooled lava sprawl across the landscape. Wyldfyre grew up in this harsh place. And from what Kai told me, that led to a few problems here.

The guardians of the Dragon Core, the Lava-Tides, are no fans of Wyldfyre and the pranks she played on them for years. To get their revenge, Lava-Tides tossed the core into the Pit of No Return.

Kai and Wyldfyre worked together to recover the Dragon Core. But Beatrix had sent one of her henchmen, Dorama, to steal it.

The Lava-Tides

The Lava-Tides may be filled with liquid heat, but they're friendly—unless you goop up their sacred statue with slime or fool them with a fiery handshake. (Seriously, Wyldfyre?) Also, if you feed them fire, they become gigantic!

THE LAND OF LOST THINGS

Nya tells me that she and Sora couldn't find the third Dragon Core at first. But an encounter with a Djinn gave them a wish that led them to the Land of Lost Things.

Sora had heard a legend that says when you lose something and forget about it, it ends up in "the Land of Lost Things." But this place is real! It's a massive plain covered with piles and piles of junk, skinny trees, and a hazy, yellow sky.

There's one catch about this land. If you end up here and are forgotten, you can never leave! Fritz and Spitz ran away from home, and sadly, because nobody missed them, they've been stuck in the Land of Lost Things ever since. They became the Finders, who can locate anything you need. They live with a few others in a safe place called the Rookery.

Zanth
Nya and Sora discovered that Sora the dragon's real name is Zanth.

FRITZ AND SPITZ

Sora designed armor for Zanth that makes this dragon nearly impossible to defeat. Now Zanth has become an important member of the team.

GEO, THE ELEMENTAL MASTER OF FUSION

Did the Merge create all-new Elemental Powers? That's what Nya thinks.

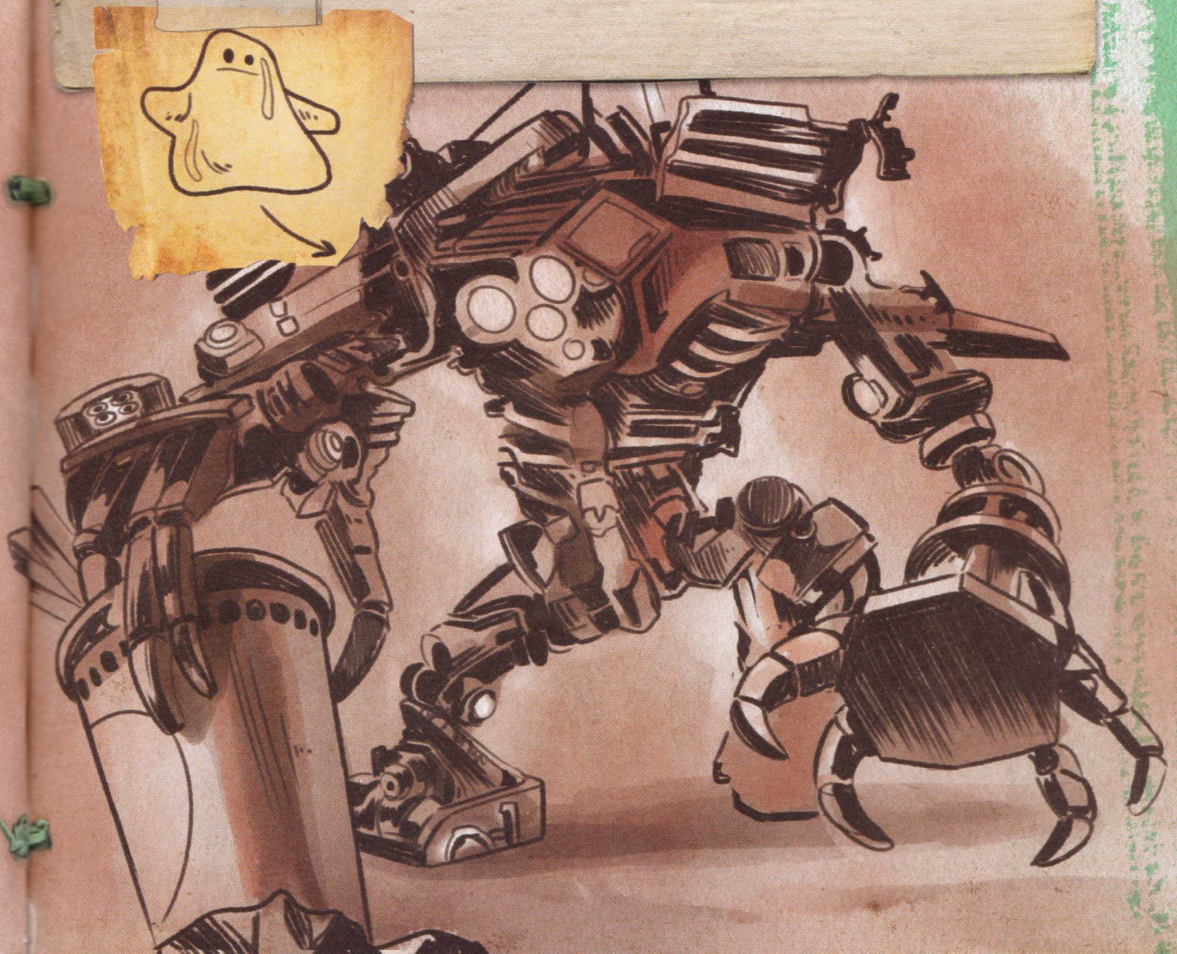
She and Sora met Geo in the Land of Lost Things. He's the Elemental Master of Fusion, which means he can join two or more objects together to make one new thing.

Geo told Nya, "It's an Elemental Power that can help you fight monsters, or make art. Turn something broken into something better."

Geo himself is something of a fusion. He comes from a land of two warring people: the Muntzes and the Geckles. He's a Muntz with the pattern of a Geckle, which made him an outcast.

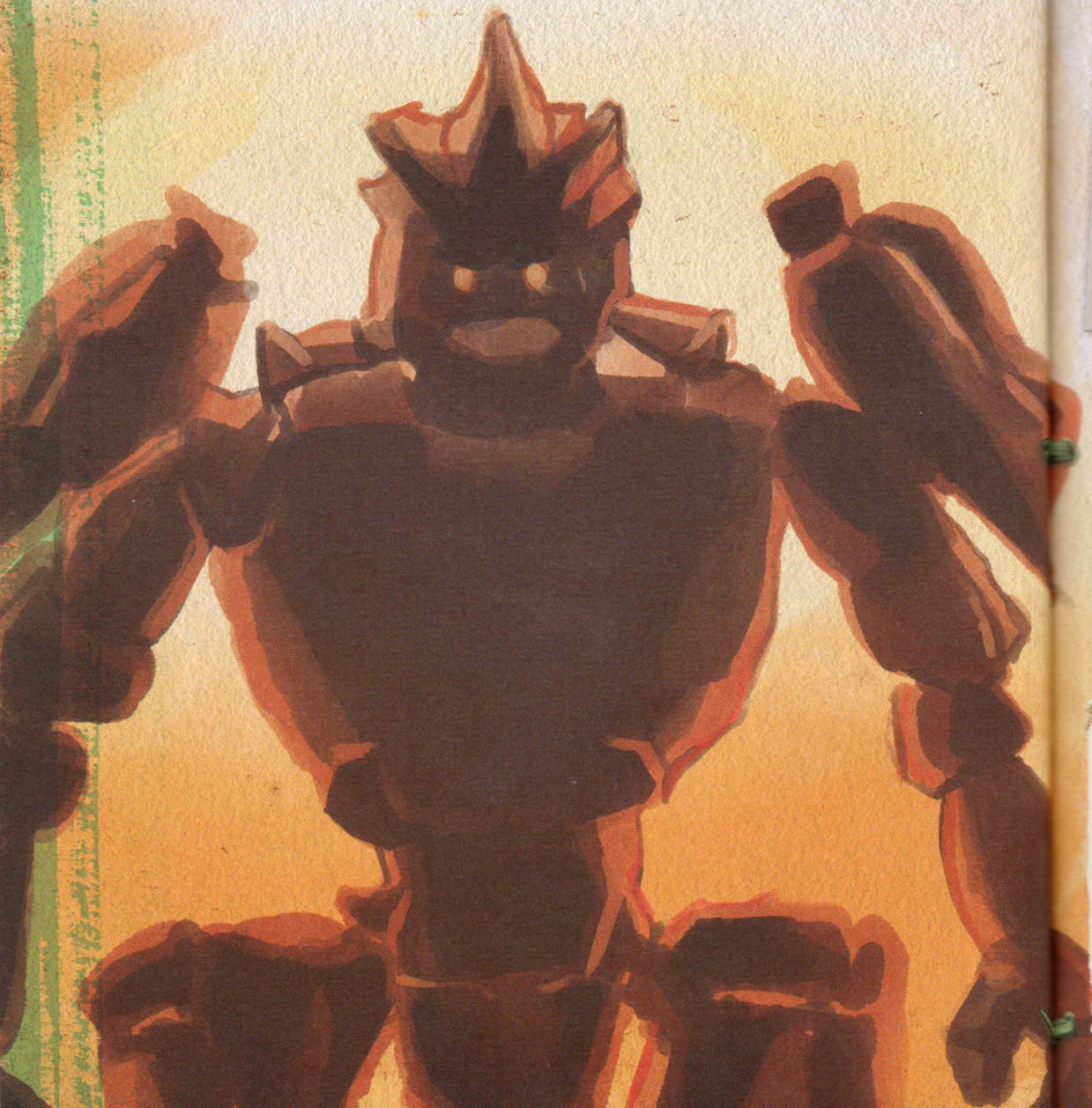
The Hoarder

This giant junk monster terrorized the Land of Lost Things. The Hoarder was impossible to defeat until Sora used her smarts and her powers to uncover its secret. Inside the Hoarder was a Sweeper, a magnetic organism designed to clean Imperium's sewers. A blast to the Hoarder's core freed the tiny creature from its monstrous form.



COLE

YES! Nya and Sora found COLE! It looks like we're getting our team back!



GOOD OL' COLE!

Cole ended up in the Land of Lost Things after the Merge. Even though he can leave, he stayed behind to look after the lost people he met there. He's like a father figure to the Finders. That's Cole for you. Powers of stone, but a big, soft heart.

Something strange happened to Cole during the Merge. He discovered that when Geo shared his powers with him, Cole can transform into a giant rock monster!

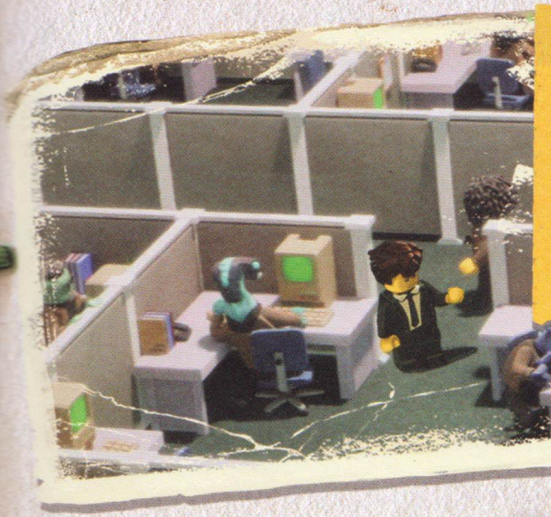
But when Dr. LaRow showed up with the Claws, even a giant rock monster couldn't keep them from stealing the Dragon Core. What does Empress Beatrix want with the Dragon Cores?

THE ADMINISTRATION

Before Arin and I could leave the Mother Garden, a portal opened in front of us! A woman and a guy wearing sunglasses and suits came out and took the Dragon Core from Rapton. We followed them through the portal.

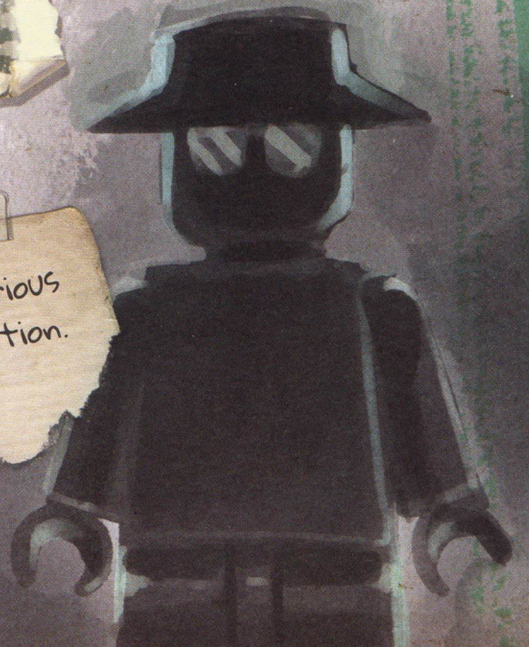
It led to a place called the Administration, an enormous office building with halls that never end. It's filled with workers moving through a maze of cubicles. One of them told us that the Administration is the center of all the bureaucracy in the world.

It wasn't easy, but Arin and I escaped with the Dragon Core. I was glad to get out of there. It's part of the former Realm of Madness, which explains a lot!



Arin saw someone working there who looked really familiar, but he couldn't place the guy.

Nobody has ever seen the mysterious figure who runs the Administration. That's weird.



THE MERGEQUAKE WEAPON

You'd have to be heartless and power-hungry to want to create Mergequakes instead of stopping them. But that was exactly what Empress Beatrix was up to. She stole the Dragon Cores to create a Mergequake Weapon!

The Empress needed all three Dragon Cores for her weapon to work. She tried to get our core from us using her Golden Mech, which is immune to our Elemental Powers. But she lost that battle when the people of Imperium finally realized that "the Good Empress" had been lying to them all along.

There was one problem, though. Dr. LaRow's assistant, Jordana, stole power from the captured Source Dragon to use for the Mergequake Weapon. Just when we thought we'd won, the weapon came online, filling the air above Imperium with swirling, crackling energy.

The Imperium Teen Protection Force decided to side with the truth and re-formed as the Imperium Teen Resistance Force. Along with Rapton, they helped us fight Empress Beatrix.

SACRIFICING POWER

Beatrix attached the Mergequake Weapon to her mech. Every time she used it, a small mergequake opened. Mergequakes swallowed up Wyldfyre and Riyu!

Things seemed hopeless, and then . . . Sora found her True Potential! After finally standing up to her parents, she found the strength to channel her powers without Riyu. She destroyed the Mergequake Weapon. Arin jumped in and sent the Empress through one of the Mergequakes.

The weapon was wrecked, but the Mergequakes were out of control. We gathered the three Dragon Cores. Sora figured out that I needed to connect to the Source Dragon again so I could use the cores to stop the Mergequakes. I tried, but I couldn't focus, Wu. Then I heard you inside my head.

"When there is no calm outside of you, you must find calm inside you."

I channeled the power of the Source Dragon, and the energy surged through my body. I could barely believe it when I floated up into the sky with the three Dragon Cores. Together, our energy sealed the Mergequakes.

After that, Wyldfyre and Riyu fell out of the sky! Then I used the three Dragon Cores to release the Source Dragon. He told me to keep the cores—the source of all Elemental Powers—for myself. But I don't need all that power.

I just need my team . . . and my family.

TRAINING FOR THE FUTURE

So much has been happening, Uncle Wu!

We still haven't found Jay or Pixal. Cole is making his way back to the Land of Lost Things. But we have a team again, and we're doing everything we can to help this new world.

Wyldfyre has agreed to train with us. Arin is working on his technique of giving Spinjitzu to objects. Riyu grows bigger every day. And Sora has gained confidence since she discovered her True Potential.

One thing is worrying me, though, Uncle. I've been having nightmares. Fierce fighters wearing Wolf Masks appear. A gong beats faster and faster. A Blood Moon rises in the sky. Then I wake up screaming.

Does it have something to do with my connection to the Source Dragon? I can't sleep or concentrate, and the others are starting to notice there's something wrong.

CINDER, ELEMENTAL MASTER OF SMOKE

We found another Elemental Master—and he's working for Ras.

Cinder is the new Elemental Master of Smoke. He can transform into a wisp of smoke and then turn back into a human. That means he can get into locked spaces that most others can't.

THIS IS CINDER. AND HE'S AS BAD AS HE LOOKS!

Arin and Sora were the first to see him. They discovered that he was using his form to break into antique shops to steal objects for Ras. When they tried to stop him, well . . . that was when I learned my nightmares were real.

CINDER WEARING A WOLF MASK

LEGEND OF THE BLOOD MOON

I first saw the Wolf Mask warriors in the Crossroads. Then we got word that the Cloud Kingdom was under attack by Ras and the Wolf Masks. There, we learned that Ras had a horrible plan.

Every few thousand years, a Blood Moon rises in the Wyldness. When it does, a ritual can be performed to resurrect the Forbidden Five. These five Elemental Masters lived long ago. They discovered unstoppable evil powers and used them to enhance their Elemental Powers.

Thankfully, a mystical force rose to stop them, and they were banished from all the realms.

I don't know why Ras wants to resurrect the Forbidden Five. All I know is that we have to stop him before he does!

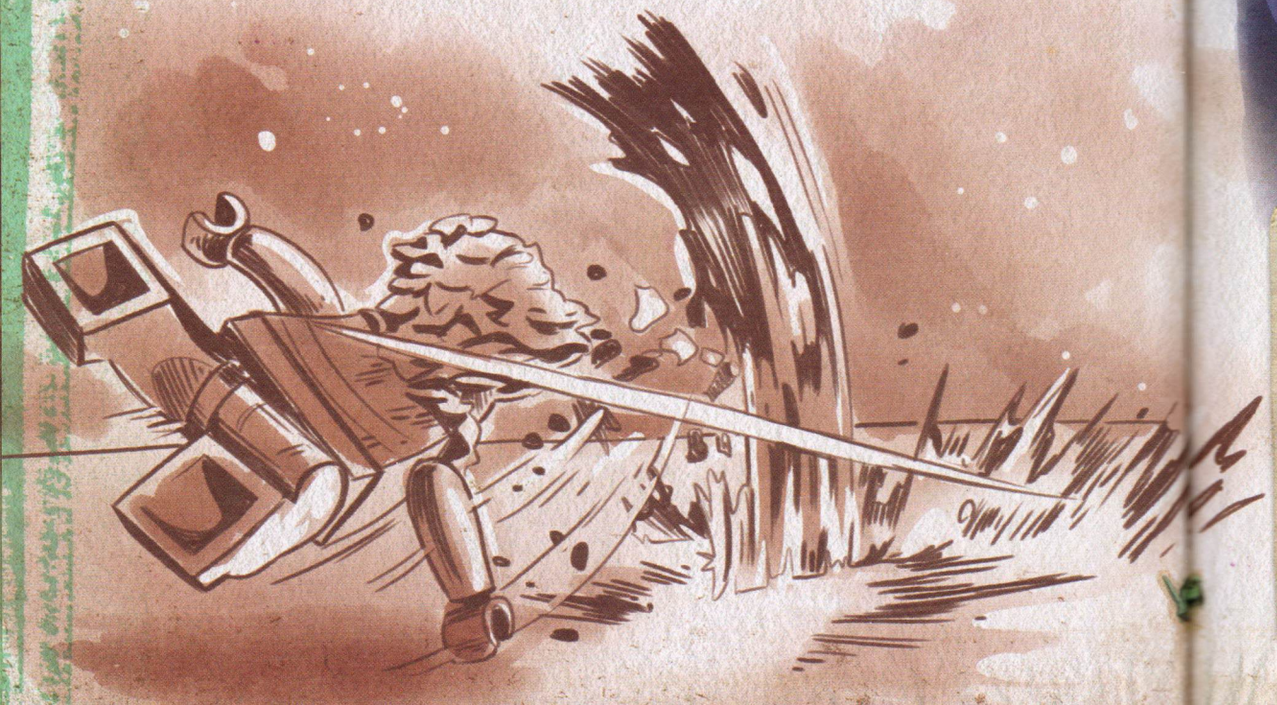
Ras has now teamed up with Jordana from Imperium. I remember how cruel she was to the Source Dragon. This can't be good.

SHATTERSPIN

Shatterspin is an evil fighting form, and I have seen firsthand what it can do.

Cinder, the Elemental Master of Smoke, performed it. He put on a Wolf Mask that crackled with evil energy. Red lightning sparked, and a dark spiral cloud formed around him.

His Shatterspin attack was brutal. He slammed into Riyu, hurling him into a wall! I launched into Spinjitzu, but he pushed me away like I was a fly.



Kai, Zane, Nya, Riyu and I were battered. Wyldfyre was seriously hurt. Ninja are not supposed to quit, but we had to retreat. If we can't figure out how to stop Shatterspin, we'll never be able to stop the rise of the Forbidden Five.

This dark and creepy dojo is where Cinder learned how to perform Shatterspin.

I came back to this entry because I have new info about Shatterspin. Only Elemental Masters can perform it. You must wear the Wolf Mask. And when you hear a gong, the goodness inside you shatters, unlocking the true destructive power of this fighting form.

LOOKING FOR ANSWERS

I had no idea how to fight something as purely evil as Shatterspin. I almost gave in to fear. I knew I had to center myself, so I did what you taught me and I meditated, Uncle.

I sat for hours and almost gave up. And then . . . I connected to the Source Dragons. They showed me a vision: a massive metal gate, a crater, a dark cave, and a roaring dragon. My head filled with a jumble of words, like disconnected pieces of a puzzle.

I don't understand it all, but I know we are meant to go to that gate. It will lead to a place where we can learn, with teachers who can help us.

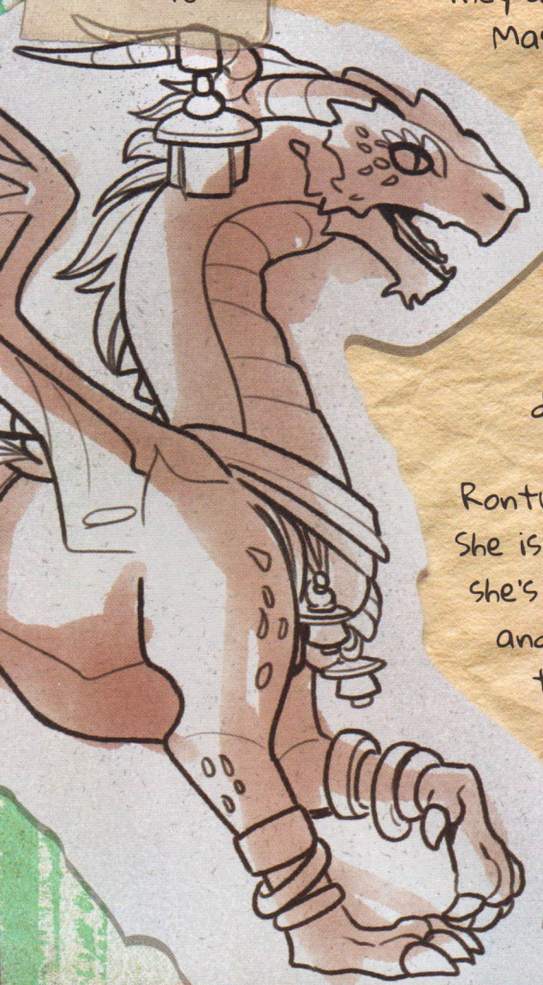
Sora, Arin, Nya, Riyu, Nya, and Kai will come with me to search for the gate. Wyldfyre will stay behind to heal, and Zane will keep studying the monastery portals.

I am not sure of anything anymore, Uncle. But this guidance from the Source Dragons seems to be clear. I hope we can find what we are looking for.

THE DRAGON MASTERS

The Source Dragons have led us to our teachers, and they are dragons! They are Rontu and Egalt, the Dragon Masters.

RONTU



They are also Spinitzu Masters. Egalt is a master of icy attacks that pack the power of a winter storm. He doesn't think it's possible for humans to become better ninja than dragons.

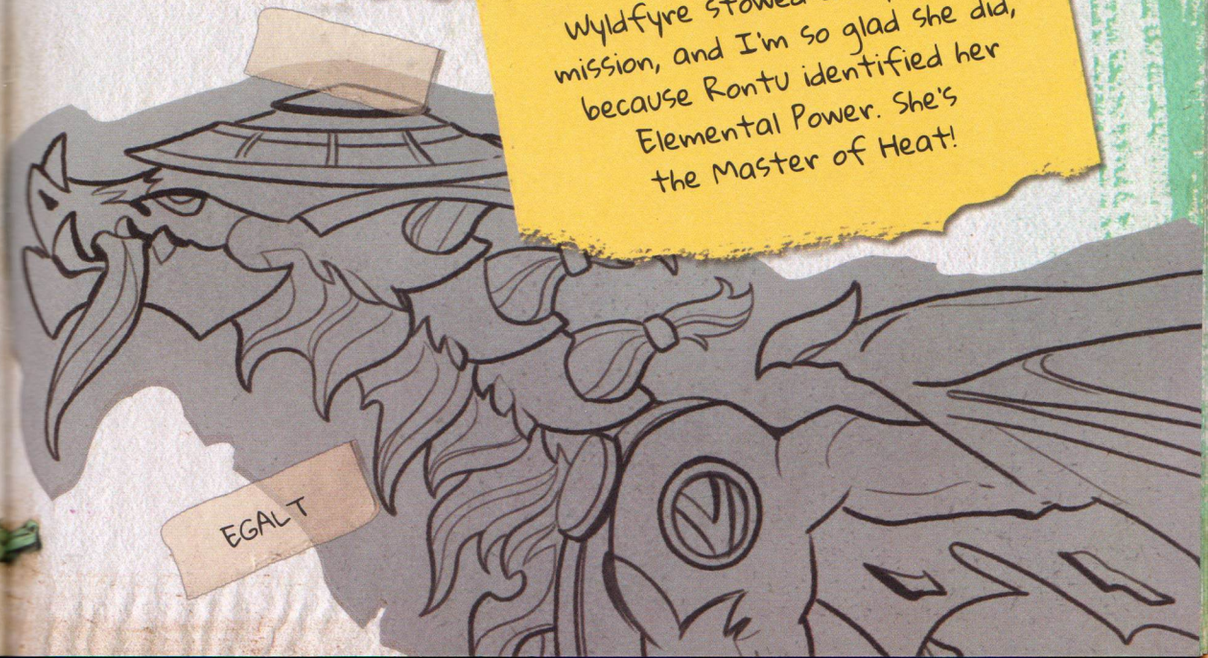
Rontu has more faith in us. She is a Forest Dragon, and she's a little more positive and a lot more patient than Egalt.

We were all surprised to learn that our teachers were dragons. But we quickly realized that they can perform Spinjitzu on your level, Uncle. It's awesome to see dragons move as fast as lightning.

I also found out what mystical force had risen to defeat the Forbidden Five! That was Egalt and Rontu! They used a fighting style they created called the Rising Dragon Technique.

WYLDFYRE'S POWER

Wyldfyre stowed away on our mission, and I'm so glad she did, because Rontu identified her Elemental Power. She's the Master of Heat!



EGALT

RISING DRAGON TECHNIQUE

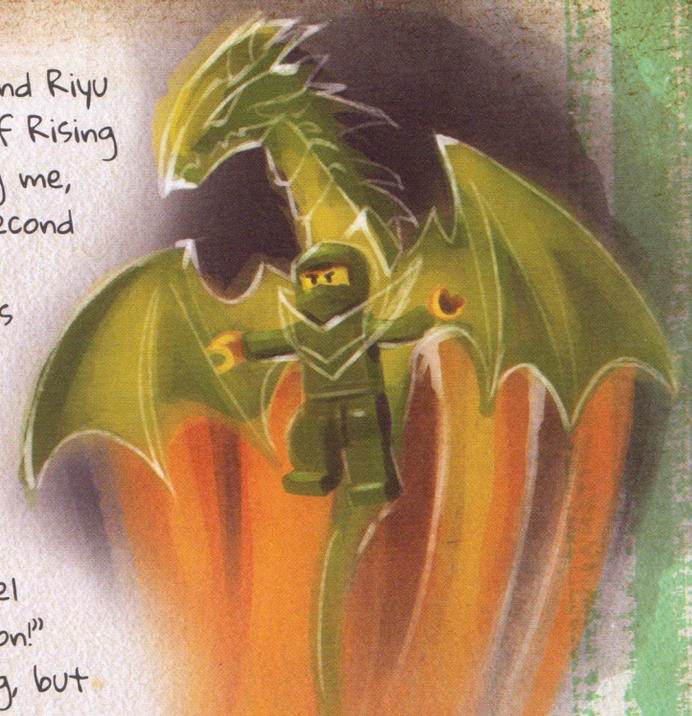
"Rising Dragon Technique is not just a set of skills that rivals Shatterspin. It is a guiding principle and cannot be achieved until one is a Third Fang Ninja." –Rontu

"Shatterspin is an obsession with strength. Strength is important, but only fools believe strength is all-important. Many things can be more powerful than strength. Intelligence. Love. Sometimes even kindness." –Egalt

Rontu is training Sora and Riyu in the First Fang level of Rising Dragon. Egalt is teaching me, Arin, Kai, and Nya the Second Fang level. Even though Rising Dragon technique is connected to Spinjitzu, training hasn't been easy for any of us.

"Lose your sense of self and surroundings and feel the motion. Be the motion!" Egalt tells us. I'm trying, but my visions keep distracting me. They're getting worse. I worry that nothing we do can stop the terrible future that is coming.

And that future is coming fast. If we can't finish training before the Blood Moon rises, we'll never defeat the Forbidden Five.



Uncle, you told me that "when there is no calm outside of you, then you must find the calm inside." But I can no longer find the calm within me.

BONZLE'S TALE

BONZLE

When Cole returned to the Land of Lost Things, Ras was trying to kidnap one of his friends, Bonzle. Cole managed to get Bonzle, Geo, Fritz, and Spitz to safety. That was when when Bonzle told her story. But I think you know most of it already, Uncle.

A thousand years ago, Egalt and Rontu were confident they could defeat the Forbidden Five with the Rising Dragon Technique. But they feared no prison would hold the villains. They traveled to a realm called Mysterium. There, they asked a Sorceress named Gandalaria to make a spell that would banish the defeated Five to a place even more permanent than the Realm of the Departed.

That spell was Bonzle.

Bonzle was such a powerful spell that she lived on after the battle. She traveled through the realms for centuries, learning how to think and feel. She gave herself a name.. Then she met you, Master Wu.

Bonzle says she was so happy when you helped give her a physical form. She settled in the Land of Lost Things, where she found the family she had always longed for.

We know why Ras wants her. If Bonzle is the only spell that could banish the Forbidden Five, she is also the only spell that can free them!

THE BLOOD MOON

Everything happened at once, Uncle.

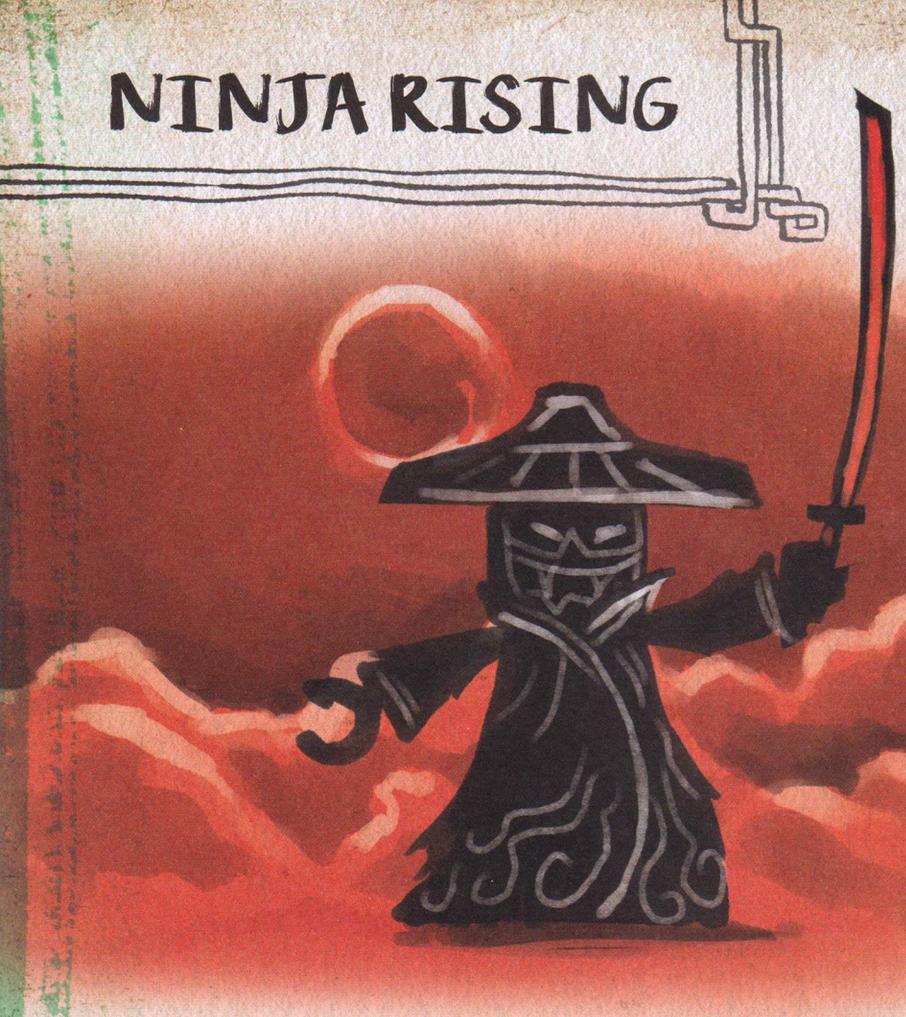
The Blood Mood started to rise. To our horror, we watched Egalt and Rontu turn to stone. Did they know that was going to happen? But we had no time to grieve. We all headed to the Wyldness to stop Ras from performing the ritual.

Then it all went wrong.

The Wolf Mask warriors attacked us, flushed with power from the Blood Moon. Jordana used ancient magic to capture Bonzle and trap Zane and Cole. And my visions kept coming, so quickly and painfully that I collapsed.

Then Ras captured Bonzle and sped toward the Shadow Dojo. Through the noise in my head, I could hear Ras's cry: "Strike the Gong of Shattering! Prepare the Ritual!"

NINJA RISING



As Ras spoke the ancient words, a portal opened up in the sky. Inside it, we could all see the shapes of five sinister-looking figures.

Kai was able to perform Rising Dragon Technique to take out Cinder. But then . . . Ras used Kai as his sacrifice, sending him into the portal! In return, the portal spat out one of the Forbidden Five, a beastly-looking wolf man.

Ras called him Nokt. He launched into Shatterspin and attacked Nya. She exploded in a Rising Dragon launch! I wanted to help her, but more visions pierced my brain.

Then I remembered something Rontu had taught me. You can't force the universe to bend to your will. So I allowed the visions to flow. I didn't fight them. The visions came, and I welcomed them . . . and then, I rose.

Things happened so fast. The portal closed. The Shadow Dojo vanished into thin air. Ras, Nokt, and the wolf warriors—they all vanished with it. But Bonzle was gone, too. Zane said she used the last of her magic to close the portal . . . with Kai still inside!

Kai. I can't believe he's gone. He must have helped Bonzle close the portal, even though he knew he would be trapped there. And there won't be another Blood Moon for a thousand years.

I'm not ready to accept losing Kai. There has to be a way to get him out of there. And in the meantime, this Nokt guy is loose in the realms.

It would be easy to give up hope. But there's a lot to do. I have to keep training Sora, Arin, and Wyldfyre. We have to get Kai back.

I've learned so much since the Merge, Uncle. I may not be able to do things exactly as you do, but I am learning to do them my way. And even though I have lost so much, I've gained new friends.

Nya, Zane, Cole, Sora, Arin, Wyldfyre, Riyu, and I—we're a team. And together, we'll do whatever it takes to reunite the ninja and protect Ninjago!

—Lloyd